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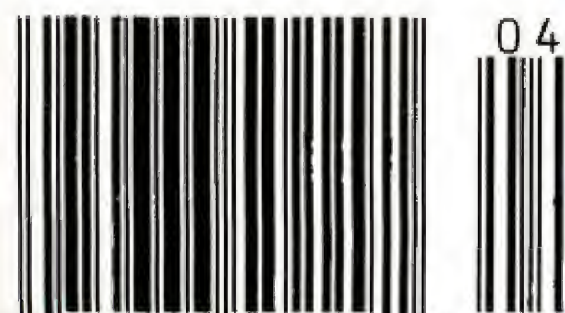
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COMBOS!**

APRIL  
**No. 50**  
1999

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**Legend of Legaia**




**Silent Hill**



**Mr. Domino**





By  
not  
taking  
from others,  
you are  
accepting  
your  
own  
limitations.

By  
not  
giving  
to others,  
you  
shall be  
lonely  
at the  
top.

By  
creating  
new places  
to roam,  
and  
sharing them  
with those  
near and far,  
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promote  
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for a higher  
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If you choose not to give to your friends, you may have to give up your friends.



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If you choose not to accept the characters that others have created, you will learn nothing, remain stagnant, and die an early, painful death.

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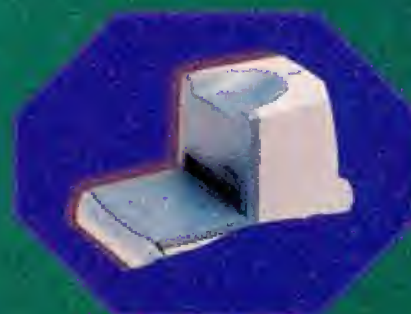
Play. Save. Trade.

Greed is good. But so is generosity.

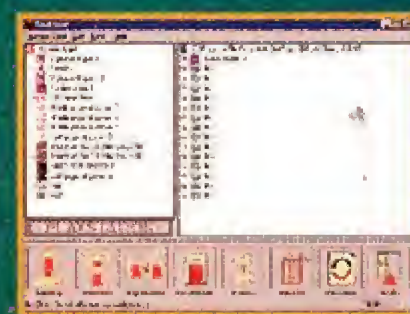
Because in this life, and the next, what goes around, comes around.



Good karma



PlayStation®



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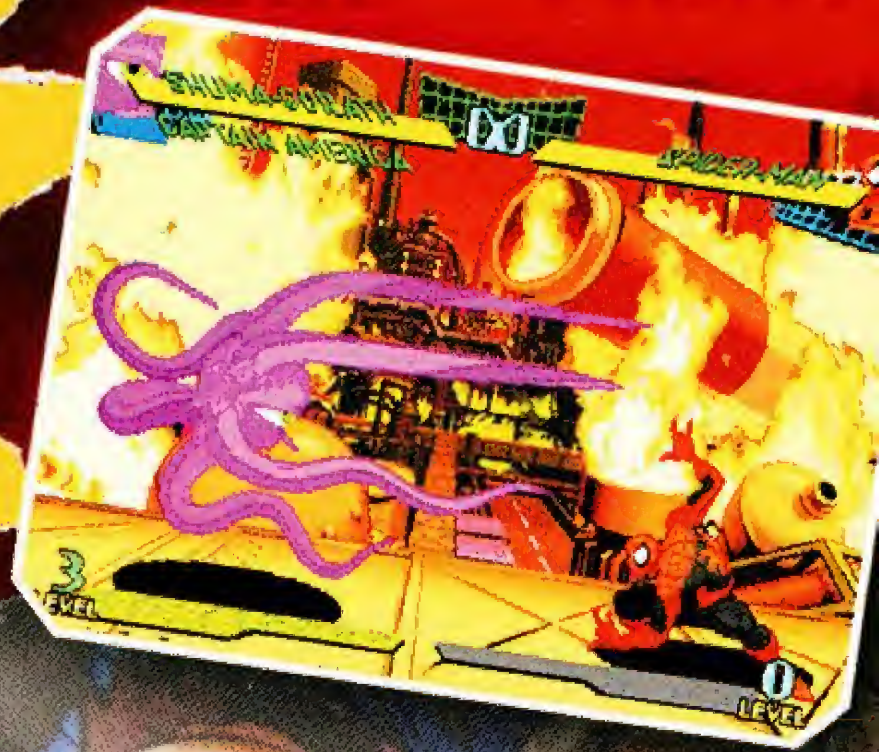


Nintendo 64

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**F**ifty issues of *TIPS & TRICKS* and we're stronger than ever! If there's anybody out there who still doesn't believe that we are the #1 Video-Game Tips Magazine, you need look no further than the *TIPS & TRICKS* every-issue-ever-made retrospective beginning on page 70 to find out the juice. And now, please join us as we celebrate our 50th issue spectacular with the crazy kontents you see below:

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# TIPS & TRICKS™



**APRIL 1999**

### ON THE COVER:

Have we got the greatest *Street Fighter Alpha 3* tips and combos ever? Do bears poop in the woods? © Capcom Co., Ltd. 1999  
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### QUOTE OF THE MONTH:

He...could...go...all...the...  
**OUCH!**

—Announcer, Blitz 99



Syphon Filter

50



Select Games

60



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To get the rest of this poster, look us up on the Web at [www.phaat.com](http://www.phaat.com)



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3 California girls.



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Got an question, comment or Pez dispenser for the *T&T* staff? Send your tips, tricks and queries to:

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**Suite 900**

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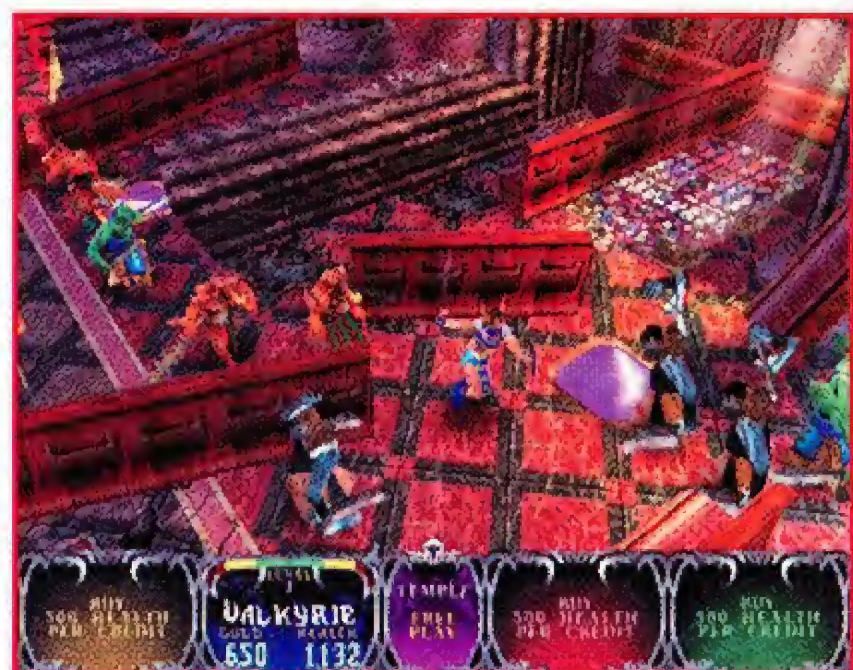
**We can't respond to individual letters, but if you're cool or clever enough, we might print your letter right here...**

## LEGENDARY

I just picked up your February issue and I had to write. First of all, why is *TIPS & TRICKS* the only magazine that has my favorite game, *Gauntlet Legends*, on its cover? While all of the other mags have their monthly portraits of Lara and Link, you guys had the guts to feature the biggest, baddest boss of all time, Skorne, in living color for all to see! The other thing I wanted to mention was that your strategy guide kicked butt. I've got five out of the eight characters maxed out at Level 99, so you can tell I've pretty much mastered the game, but I still enjoyed checking out what you guys had to say about *Gauntlet Legends*. Keep it up, you rock!

—Brian McAvoy  
Gardena, CA

Thanks, Brian, but "guts" has very little to do with the reason why we featured *Gauntlet Legends* on the cover. When we made the decision to do so, the game was already riding high in the #1 spot on the arcade earnings polls. Plus, we had already done Link and Lara Croft in December and January, respectively!



**Support your local arcade—play *Time Crisis II* today!**

## TOURNAMENTAL

I have a question about the arcade game tournaments that are sponsored by *TIPS & TRICKS*, the ones that you write about in your magazine. If I wanted to start up a *Street Fighter* tournament, how do I get *TIPS & TRICKS* to sponsor it and to write about it? I really envy the players in California, because it seems like there are tournaments taking place at the arcades there every other weekend. How do I get involved?

—Derek Wong  
Erie, PA

That's a great question, Derek; we were hoping that somebody would ask it so we'd have an opportunity to talk about this. Basically, *TIPS & TRICKS* has always tried to support the arcade industry in any way we can. The arcades are where all of the really exciting stuff is happening; when you walk into one, you're seeing all of the games that will be available for the home systems in 10 or 12 months. We don't have a set procedure for sponsoring tournaments, but we do have friends who are arcade operators who ask us to provide prizes like free subscriptions for tournament winners. We also love to print photos of organized competitions and often recap tournament results on our "Hi Scores" page whenever appropriate. Your best bet is to discuss the idea of having a tournament with your local arcade owner or operator, then contact *TIPS & TRICKS* Associate Editor Jason Wilson (see page 98) to see if we can get involved in any way. When the big day comes, take some clear photos of the winners (be sure to write their names down accurately) and send us all the information you can; we'll introduce your local champions to the world!

## RETIREMENT

Your magazine is #1. I just recently got my PlayStation and your magazine has helped a lot! I've got a question. Me and my little brother were arguing

about the game *Tail of the Sun*. He says that it's retired and that you can't get it anymore. Is he right or is he just way wrong? If it is retired, is there any way I can get it?

—Josh Hayes  
Kokomo, IN

When a collectable like a Beanie Baby is "retired," it simply means that it is no longer being produced by the manufacturer. Video games are a little different; in most cases, it only takes a few days for a manufacturing plant to produce every single copy that's ever going to be made of a particular game. If a game is successful and sells more copies than expected, the publisher may order additional quantities at a later date, but a single production run is all that's necessary for most titles. So, to answer your question, *Tail of the Sun* is "retired" in the sense that Sony will not be manufacturing any more copies of the game—but the

## TOKEN OF THE MONTH



Front



Back

**This month's token comes from the Magic Carpet Golf arcade in Key West, Florida; it was sent in by Diane Wood, a former employee of the arcade, which closed almost a year ago. Thanks, Diane!**

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
*TIPS & TRICKS* Magazine  
8484 Wilshire Blvd., Suite 900  
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1 FREE**

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| <input type="checkbox"/> Darkstalkers        | <input type="checkbox"/> Street Fighter Alpha         | <input type="checkbox"/> Super Puzzle Fighter        |
| <input type="checkbox"/> Darkstalkers 3      | <input type="checkbox"/> Street Fighter Alpha 2       | <input type="checkbox"/> X-Men vs. Street Fighter    |
| <input type="checkbox"/> Marvel Super Heroes | <input type="checkbox"/> Street Fighter Collection    | <input type="checkbox"/> 20 Fighters Edge Points     |

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20 Bonus Fighters  
Edge Points**







same can be said about literally hundreds of other games, many of which are still very easy to find at software stores.

## XENOGEARHEAD

I just want to say that Fei and Elly were wrong; there is a God! Ha ha! No, seriously, I am so glad I did not go and spend \$14.99 on the *Xenogears* strategy book. Can I tell you the story of my blessed faith with Xeno-power with the help of your omni-magazine? It all started one day when I was in my "humble of home," trying to figure out a puzzle in the *Anima Dungeon 2* stage. Since I am what my gamer friends call an "RPG rookie," I gave up; I took a break and watched Jerry Springer. I was sleepless for two nights—haunted by Fei, the Doc and Pikachu—so I figured I should just go on AOL to search for info instead of giving up on *Xenogears*. But all I found were some useless links and some information about *Guilty Gear* (which I think is an awesome game). I was tempted to trot over to Toys 'R' Us to buy the dang guide book and just finish the game, but my id told me that there are other ways. So I went on and played *Pokemon* until one day when my mom rudely woke me up and forced me to go with her to visit her friend in New Jersey. With eye boogers and all, I went along. Our little visit to Target was very fruitful. My eyes dilated and my heart stopped as I raised this graceful magazine with gentle ease. When I saw the word

"*Xenogears*," I was so happy; I flipped through the pages to locate the Divine Help. I cried; tears fell. I had finally found the secret! I screamed, "YES!" with authority in Target, and raising the magazine to the sky, I yelled to the Anima-Animus for power. "I finally got it—I finally got it!" You guys...I love you guys. I think it was faith that pulled me to that magazine rack. God bless you all. Thanks for the help.

—Mickel Evangelista  
Hollis, NY

Another satisfied customer. Thanks for reading *TIPS & TRICKS*!

## MYSTERY TRAIN

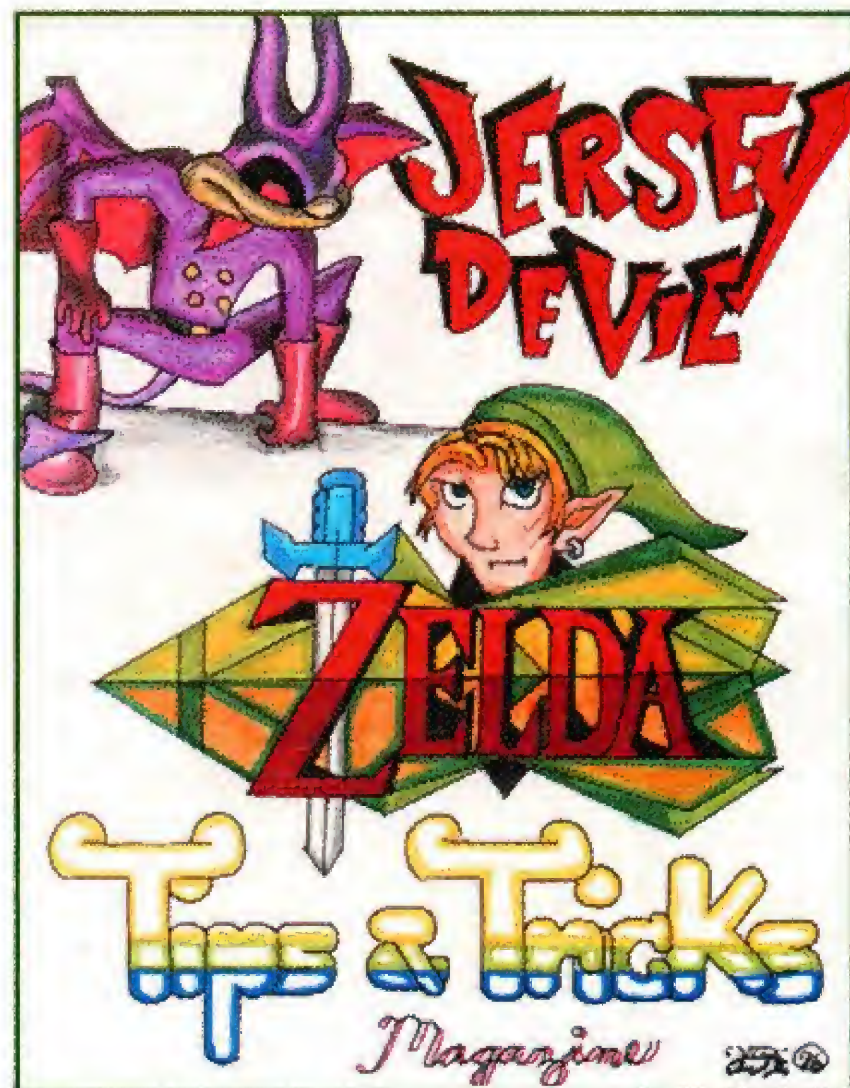
I was looking through my *TIPS & TRICKS* magazine from January 1999. That *Densha de Go!* game sounds like fun. Is that ever coming out here in the U.S.? Thanks.

—Nick Ruimveld  
Otsego, MI

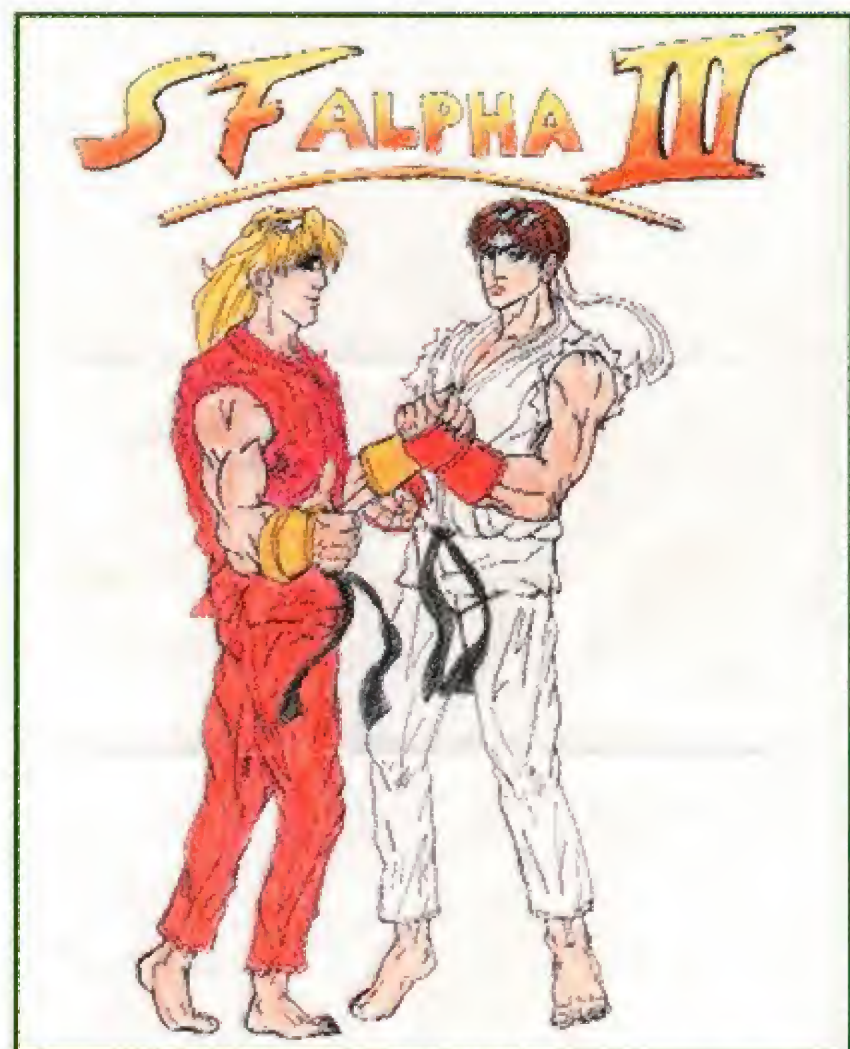
Even though it's a huge, huge success in Japan—practically a cultural phenomenon—our guess is that the commuter train simulator *Densha de Go!* will probably never be released in America, for two reasons. First, the game's publisher, Taito, has a very haphazard history of publishing games here. Most of the Taito titles that have reached these shores in the last few years have been acquired by other publishers like Acclaim, Natsume and even Nintendo. This is one company that does not seem to rely on interna-

tional distribution of its games in order to achieve its goals. Second, one of the main reasons why *Densha de Go!* is so popular is because the routes that the trains take in the game all exist in real life. Many players enjoy the fact that they can play as the conductor of the train that they actually take to work or school every day, with all of the real stops called out on the loud-speakers. This familiarity would be totally lost on an American audience, and to reprogram the game with track and graphic data for real-life U.S. commuter train routes would be a massive undertaking. Sad, but true.

## TIPS & TRICKS Reader Art Gallery



by Jesse Bowen, Marriotsville, MD



by Pauline Chin, Alberta, Canada



by Jesus J. Medrano, El Paso, TX

## T&T Sticker Gallery



Send us your Game Boy Printer, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!







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## PAINLESS DENTISTRY

My dentist has the arcade machine *Tron*. Can you give me any tips on the bike race where you can't touch the beam your bike leaves behind?

—Matt Swain  
San Diego, CA

Your DENTIST has a *Tron* machine? That's the coolest thing we've ever heard of!

So you're having trouble with the *Light Cycles*, eh? For starters, make sure you understand the difference in speed when you hold the trigger down. It's harder to control at the fast speed, but you'll need to use the trigger if you expect any kind of success. The most common strategy for the first *Light Cycle* wave is to speed at your opponent head-to-head, make a quick left just before you collide, then head straight up. Turn right at the point where your opponent's trail began and you'll seal him up in a tight enclosure.

Later, when you're facing three opponents instead of just one, many players like to draw a large box around themselves, then release the trigger and drive around as slowly as possible in the hopes that the other cycles will run out of room first. However, you'll find that this strategy works best if you can use some variation on the single-opponent strategy to take out one of the enemy cycles first. If you're aggressive, you'll be closest to the open spaces that appear when your opponents crash and their cycles' trails disappear. Good luck!

## AND SO IT BEGINS...

Would you please send me some codes for these games? *Moto Racer 2*, *Jeremy McGrath Supercross 98*, *Gran Turismo*, *NASCAR 98*, *Bloody Roar* and *Road Rash 3-D*.

—Daniel Corkern  
Jackson, MS

Hmmm...if we have any codes for those games, you'll find them in the "tips" section for the appropriate game system.

## REQUEST #2

Could you send me a list of every game for PlayStation?

—Tim Martinez  
Sheboygan Falls, WI

Sorry, we can't do that.

## COULDN'T HURT TO ASK

I am a very big fan of *Tomb Raider* so I'll be happy if you could give me these games: *Tomb Raider*, *Tomb Raider II* and *Tomb Raider III*.

—Henry Lello  
Chicago, IL

No such luck.

## THIS IS GETTING RIDICULOUS

I was wondering if you could send me the February issue of *T&T* free.

—Chad Davis  
Norwich, NY

No.

## STOP IT NOW

Is Lara Croft a real person? If she is, could you send me a picture of her?

—Ervin White  
Clarksville, TN

No, and no.

## PLEASE?

Will you continue to publish *TIPS & TRICKS* magazine forever and ever? I want to get a lifetime subscription so I never miss an issue.

—Carlos Ortega  
Cicero, IL

OK, sure.

## POETRY CORNER

Games of joy and not of pain.  
Games we could enjoy.  
I only wish *T&T* remains high.  
I only wish.  
—Muzaffar, Farhan, Vevake and Kabir  
Hyderabad, Sindh, Pakistan

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7 Who plays this game most? 7-1 ☒ Male 7-2 ☐ Female 7-3 Age 17

8 How did you hear about it?

8-1 <input checked="" type="checkbox"/> Friend	8-4 <input type="checkbox"/> Newspaper Ad	8-7 <input type="checkbox"/> Radio Commercial
8-2 <input type="checkbox"/> Store Clerk	8-5 <input type="checkbox"/> TV Commercial	8-8 <input type="checkbox"/> Internet
8-3 <input type="checkbox"/> Magazine Ad	8-6 <input type="checkbox"/> Magazine Review	8-9 <input type="checkbox"/> America Online

9 Please rate the game play: (10=Best) 1 2 3 4 5 6 7 8 9 10

10 Please rate the graphics: (10=Best) 1 2 3 4 5 6 7 8 9 10

11 Which game systems do you own?

11-1 <input checked="" type="checkbox"/> Nintendo 64	11-3 <input checked="" type="checkbox"/> Game Boy	11-5 <input checked="" type="checkbox"/> Game Boy Color
11-2 <input checked="" type="checkbox"/> PlayStation	11-4 <input type="checkbox"/> DreamCast	11-6 <input type="checkbox"/> PC

12 Did you rent this before purchase? 12-1 ☐ Yes 12-2 ☒ No

13 Which magazines do you read?

13-1 <input type="checkbox"/> Boys' Life	13-9 <input type="checkbox"/> Gamers Republic	13-18 <input type="checkbox"/> Q64
13-2 <input type="checkbox"/> Computer Gaming World	13-10 <input checked="" type="checkbox"/> Marvel Comics	13-19 <input type="checkbox"/> Slam
13-3 <input type="checkbox"/> DC Comics	13-11 <input type="checkbox"/> N64 Generation	13-20 <input type="checkbox"/> The Source
13-4 <input type="checkbox"/> Electronic Gaming Monthly	13-12 <input checked="" type="checkbox"/> Nintendo Power	13-21 <input type="checkbox"/> Spin
13-5 <input type="checkbox"/> Expert Gamer	13-13 <input type="checkbox"/> Official PlayStation Magazine	13-22 <input checked="" type="checkbox"/> Sports Illustrated
13-6 <input type="checkbox"/> Game Buyer	13-14 <input type="checkbox"/> PC Gamer	13-23 <input type="checkbox"/> S.I. for Kids
13-7 <input type="checkbox"/> Game Informer	13-15 <input type="checkbox"/> PC Games	13-24 <input type="checkbox"/> Wired
13-8 <input type="checkbox"/> Game Pro	13-16 <input type="checkbox"/> PS Extreme	13-25 <input type="checkbox"/> Wizard
	13-17 <input type="checkbox"/> P.S.M.	

14 Which Websites do you visit?

14-1 <input type="checkbox"/> acclaim.net	14-5 <input type="checkbox"/> happypuppy.com	14-9 <input type="checkbox"/> nintendojo.com
14-2 <input type="checkbox"/> acclaimsports.com	14-6 <input type="checkbox"/> ign64.com	14-10 <input type="checkbox"/> playstation.com
14-3 <input type="checkbox"/> gamecenter.com	14-7 <input type="checkbox"/> next-generation.com	14-11 <input type="checkbox"/> psmonline.com
14-4 <input type="checkbox"/> gamepro.com	14-8 <input type="checkbox"/> nintendo.com	14-12 <input type="checkbox"/> videogames.com

15 What is your favorite type of game?

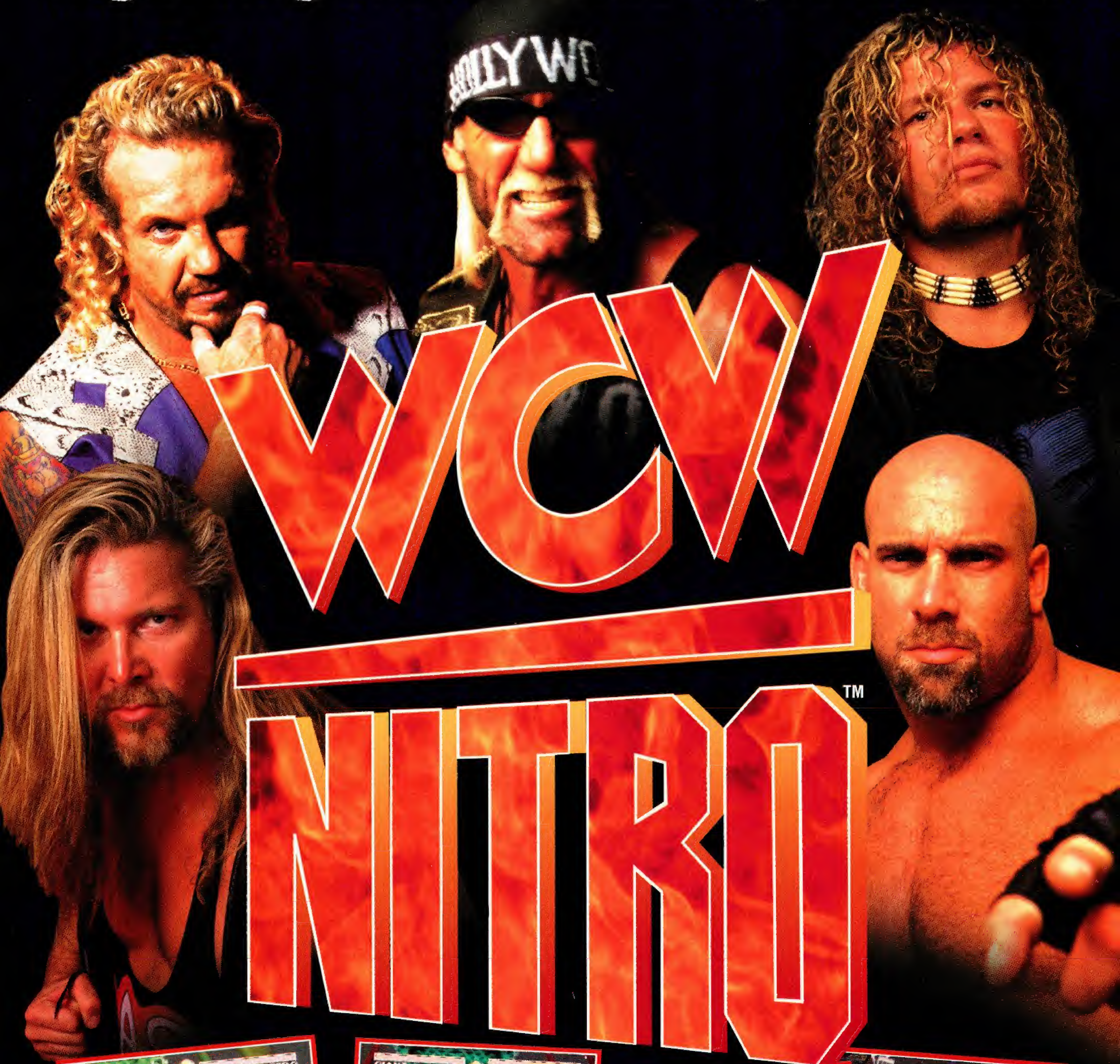
15-1 <input type="checkbox"/> Action/Adventure	15-4 <input type="checkbox"/> Sports	15-7 <input type="checkbox"/> Racing
15-2 <input type="checkbox"/> Fighting	15-5 <input checked="" type="checkbox"/> Puzzle/Strategy	15-8 <input type="checkbox"/> Other
15-3 <input type="checkbox"/> First Person Shooter	15-6 <input type="checkbox"/> Role Playing/Fantasy	

To be eligible for Customer Support and Production upgrades, you must complete the warranty card and return to Acclaim Entertainment, Inc. Fill out and return within ten days and it will be entered in our monthly drawing. The winner will choose one Acclaim title from a list provided by Acclaim. VOID WHERE PROHIBITED BY LAW.

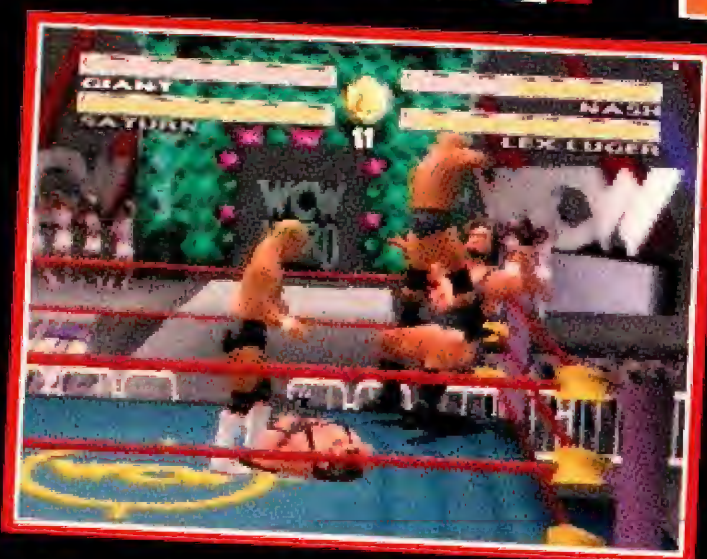
Do you recognize this card? There's one like it in just about every new video game you buy. When you fill out and mail a card like this, you're giving the game's publisher valuable feedback about you and your interests. They're easy to fill out, and some publishers even use the cards to give out free games in monthly drawings! Unfortunately, if you look closely, you'll see that *TIPS & TRICKS* has not been included in the list of magazines that this particular card asks about. This is where we need your help. Whenever you fill out one of these cards, PLEASE check the *TIPS & TRICKS* box to tell the publisher that you read our magazine! If there is no *TIPS & TRICKS* box, write it in yourself! We want to make sure that everybody in the industry knows about *TIPS & TRICKS*, and there's no better way to spread the word than to have our readers speak for us. We've always known that *TIPS & TRICKS* has the coolest, most powerful readers in the business; now we're asking you to prove it by taking a minute to get involved in this very important project. With your help, *TIPS & TRICKS* will continue to grow and thrive through the new millennium, bringing you more tips and codes than you've ever seen before!



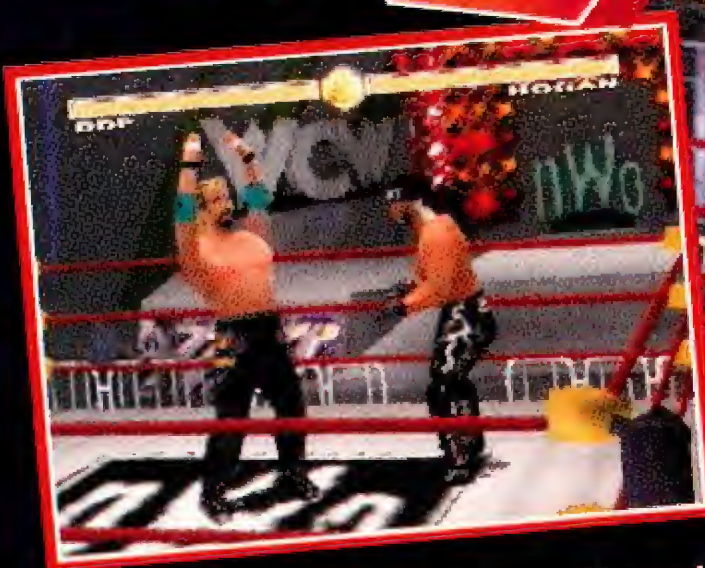
**Lightning-fast arcade-style action!**



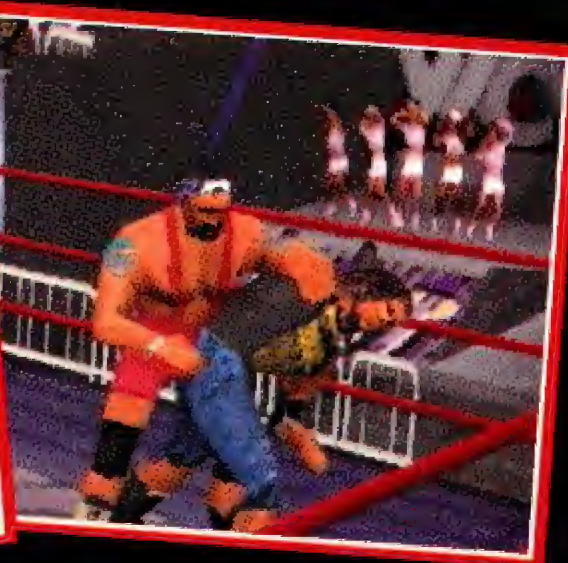
The fastest wrestling game available!



Over 60 of the top WCW and NWO superstars!



All your favorite signature moves, finishing moves, and taunts!



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# A STREET FIGHTER ALPHA

**T**he PlayStation conversion of the greatest *Street Fighter* game of all time is finally here! Exclusive to the home version of *Alpha 3* are the remaining characters missing from the *Street Fighter II* series: Fei Long, T. Hawk and Dee Jay. Joining them are hidden characters Guile, Evil Ryu, Arcade Balrog and Shin Akuma. As we already covered the arcade version of *Street Fighter Alpha 3* in our October issue, we have plenty of room to give you more

**coverage and devastating combos for each character!**


**Note:** Though the Japanese version of the game has special features that work in conjunction with the PlayStation's PDA (or "PocketStation"), at press time it is not known if the American version of *Street Fighter Alpha 3* will be compatible with the device.

## Guile

To unlock Guile, select any character in World Tour Mode. When you have cleared 19 courses and reached Level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode.



After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will then be selectable in any mode.



After you defeat Evil Ryu, yet another level opens. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will then be able to choose Shin Akuma by highlighting Akuma at the character-select screen and pressing



- After you've played for eight hours, you will gain access to "Arcade Balrog." (You can also unlock him by clearing the USA course in World Tour Mode.) Once you've achieved either of these goals, highlight Balrog at the character-select screen and hold the **L2** button to find his "arcade" alternate.

If you save your *Street Fighter Alpha 3* game to a memory card each time you play, the save will keep track of how many hours you've played and "time release" characters (characters you have not already discovered them):

- After 16 hours of play you will gain access to “Team Battle Mode,” where you can finally live out your dream of creating *King of Fighters*-style three-person teams in Versus mode! You can also access this mode by clearing the China course in World Tour Mode.





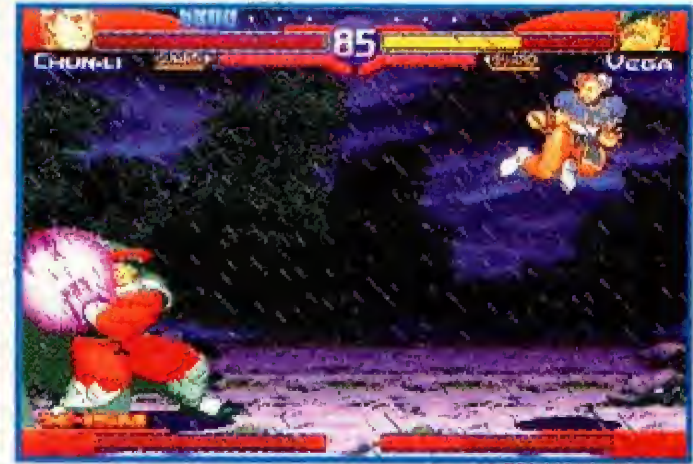
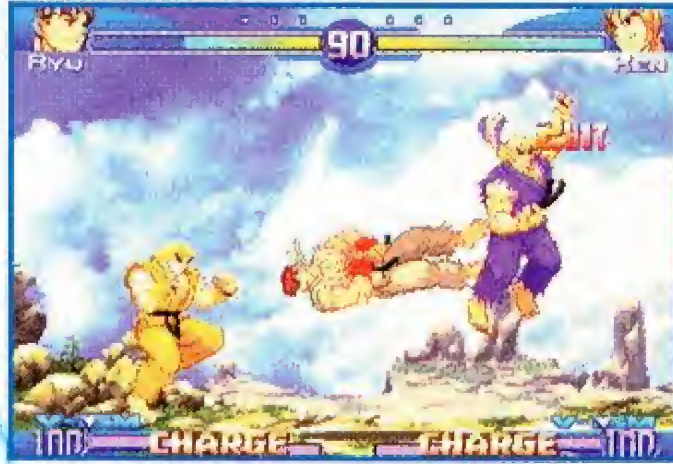


• After 24 hours you can access "Survival Mode," which allows you to fight as many characters as possible with one life bar. You can also access this mode by clearing the Point 48106 course in World Tour Mode.

• If you have not unlocked Guile as a playable character by using the method described above under "Secret Characters," he will be automatically unlocked after 96 hours of playing time.

## DRAMATIC BATTLE / FINAL BATTLE

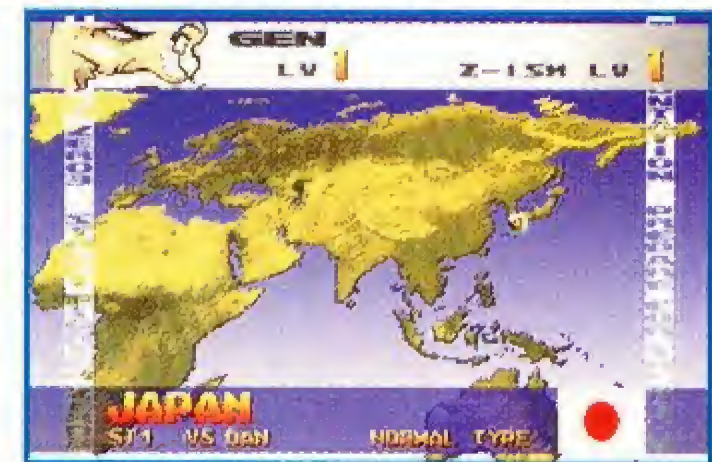
Now you can fight two players versus the computer at the same time in Dramatic Battle—and fight M. Bison anytime you choose in Final Battle! To open these two modes, simply finish the game in one-player mode at the highest difficulty setting (Level 8). Dramatic Battle and Final Battle options will appear at the option screen upon completion.



## WORLD TOUR MODE

This mode is the most unique feature of the game, because it allows you to combine attributes that you have earned via experience points and use them in Entry mode. You can build up to six characters and use them in Versus mode against your friends! Here are the new attributes that can be used:

- **Auto Guard**..... Allows your character to block standard moves without using your controller or joystick for a limited amount of time.
- **Guard Power Plus**..... Blocking takes off very low damage from special moves.
- **Air Guard**..... Allows you to air block if you are using an "X" Mode character.
- **Gauge Plus**..... Your Super Bar or Custom Combo Meter (depending on the mode you are using) builds faster.
- **Alpha Combo Plus**..... Combos take off more damage in "A" mode.
- **Original Combo**..... Allows you to implement Custom Combos in "A" or "X" mode.
- **Hard Body**..... Increases defense; lowers the amount of damage you'll take.
- **Damage Plus**... Increases the offensive level of all standard and special moves.
- **Alpha Cancel**... Allows you to cancel regular moves into Super Moves as in the *Street Fighter EX* series.
- **Alpha Combo**.. Allows you to chain your moves together as in the original *Street Fighter Alpha*.
- **Super Alpha Cancel**..... Allows you to cancel Super Moves from Alpha Counters.
- **∞ Guard**..... Infinite Guard.
- **Super Guard**... Stronger than Auto Guard; lasts longer as well.



## PLAYING STYLE

*Street Fighter Alpha 3* may be known for its flashy combos and deep gameplay, but its most interesting features are the different modes of play (six in all). Whether you are an old-school player, an offensive machine or a defensive strategist, there is a style of play waiting for you!





## Street Fighter Alpha 3

**X Mode (Simple Mode)**

Similar to *Super Street Fighter II Turbo*. The specific character that you choose in this mode will lose the capability to air block, but will take off more damage with each hit. The Guard Break meter will be higher than the characters in other modes. You will not be able to perform Custom Combos, nor will you be able to Alpha Counter. Super Moves will deplete your entire Super Meter.

**A Mode (Standard Mode)**

Alpha Counters and Super Moves only are available in this mode. You also have the ability to air block, which is extremely vital in *Street Fighter Alpha 3*. You will not be able to perform Custom Combos and you will have a smaller Guard Break Meter.

**V Mode (Variation Mode)**

No Super Moves are allowed in this mode. Alpha Counters are limited to two per Custom Combo meter. (For example, you can only perform an Alpha Counter when the bar is 50% full.) Also, Custom Combos can only be performed when the bar is at least 50% full. The Guard Break meter is at its smallest level in this mode.

**Mazi**

This nearly triples the damage for BOTH characters. However, your opponent only needs to win one round, and you need to win two. Note: For this mode you can combine any of the other ISMs (X,A or V) as well.

**Saikyou**

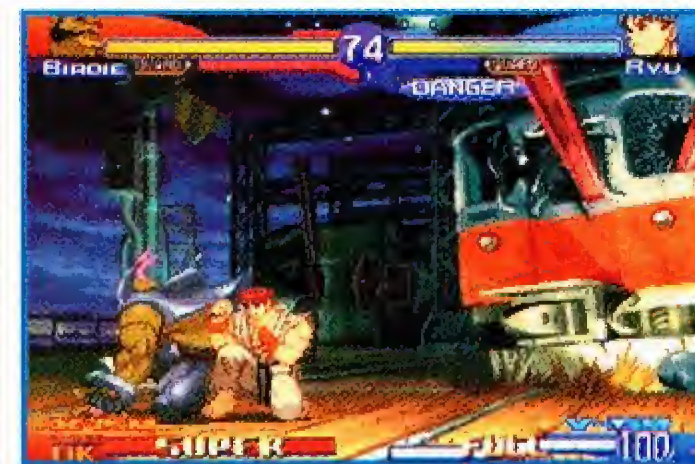
No two-in-ones and a low Guard Meter set the stage for endless dizzies! In the arcade version, selecting this mode and performing a standard throw with Karin will inflict 100% damage. Note: For this mode you can combine any of the other ISMs (X,A or V) as well.

**Classic**

An old school *Street Fighter* player's dream! No Guard Meter, no Super Moves, X-Mode damage capabilities...and you can't be juggled! However, a low defense and no air blocking are your weaknesses.

**GUARD BREAKS**

Your Guard Meter is located below your life meter. If you are blocking an opponent's array of attacks, your Guard Meter will decrease. Fierce Punches and Roundhouse Kicks are most likely to deplete the Guard Meter quickly. However, there are a few specialty moves—such as Rolento's standing Jab Punch—that take away as much as a Fierce Punch or Roundhouse Kick. When your Guard Meter is empty, you will become dizzy, enabling your foe to perform whatever special or super move he or she chooses to. You will also lose one section of your Guard Meter permanently for the round. The Guard Meter encourages a more offensive style of gameplay, as opposed to a defensive struggle. This is useless, however, if your opponent is using a "Classic" mode character.

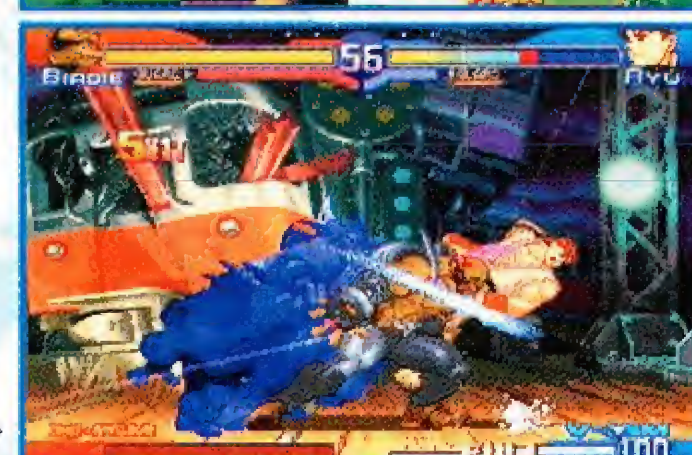
**SUPER MOVES**

These are only available in "X" or "A" mode and they take tons of damage depending on the level at which you choose to perform them.

**A Mode Super Moves**

- Level 1—Jab Punch, Short Kick
- Level 2—Strong Punch, Forward Kick
- Level 3—Fierce Punch, Roundhouse Kick

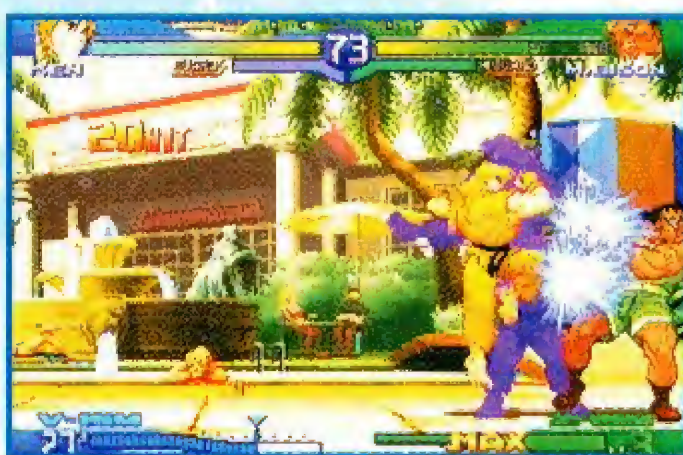
In "X" mode, you will only be able to perform one Super Move when the



gauge is completely filled; this can be done with either a Punch or Kick button, depending on the button used to perform your character's Super Move.

**ORIGINAL COMBOS**

Affectionately known as Custom Combos in the United States, Original Combos are just like the Custom Combos from *Alpha 2*, but without your opponent moving forward the minute you execute one. Original Combos are only available in "V" Mode, promoting offensive attacks. To execute an Original Combo, simply press one Punch and one Kick button of the same strength simultaneously (ex. Jab Punch and Short Kick). Depending on which two buttons you press, the range of the shadows in your Original Combo will adjust to the strength of the two buttons that have been pressed. Remember, you can only perform an Original Combo when your gauge has reached at least 50% of its capacity.

**ROLLING**

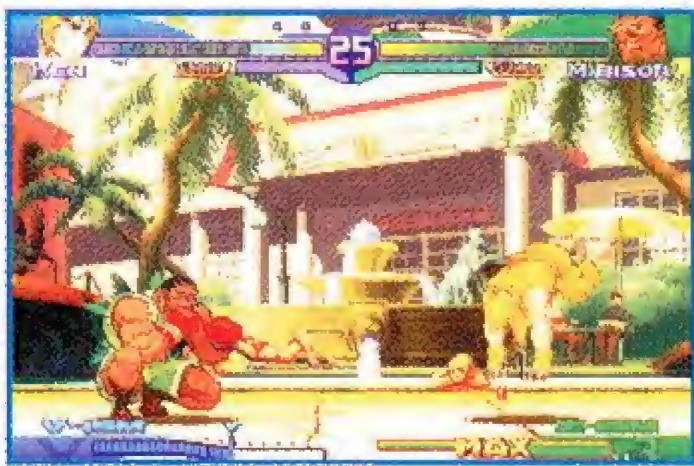
Rolling allows you to avoid sticky situations, but it also allows your opponent to sweep you on the ground if you overuse the roll technique. To roll after you've been hit in mid-air, simply hold or press any two Kick buttons before you hit the ground.



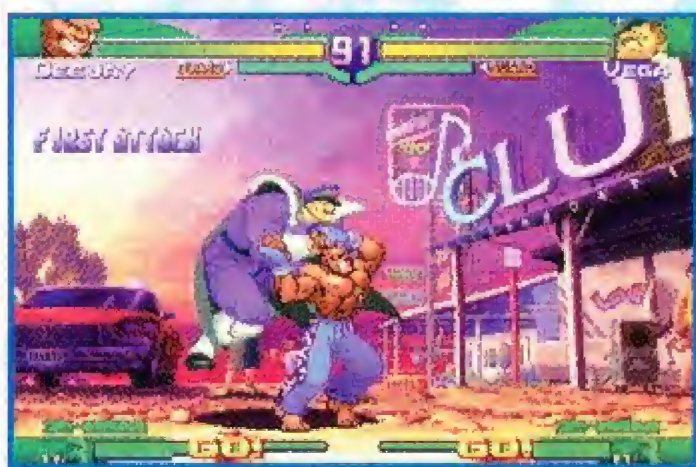


## AIR RECOVERY

You can now recover from attacks in the air by pressing two punch buttons simultaneously at the point of impact. This allows you to land safely on the other side of the screen and avoid being juggled if you take advantage of air blocking. However, if you are using an "X" Mode character and you are caught in the corner, you might as well let go of the controller because many evil things are about to happen to you.

**THROWS**

Another dramatic change in the *Street Fighter* engine involves the way the throws are performed. You must now press forward or back plus two Punch or Kick buttons simultaneously. The damage that is sustained from throws can be softened to the point where almost no harm is done. Simply tap any button and move the joystick rapidly to reduce the amount of damage you'll take. Attempting a throw when your opponent is nowhere near you on the screen will send your character into a "miss" animation. The flip side is that throws are easier to counter than ever before; you can counter a throw with as little as a crouching Jab Punch. Beware of the consequences before attempting a regular throw.



## TWO-IN-ONES



The single most important aspect of the *Street Fighter* series, two-in-ones are like the building blocks of combos. All present-day fighting games are based on the simple concept of a special move appearing immediately after a regular move. Two-in-ones are fast and unexpected; your opponent will have to react quicker to counter and/or prepare for gameplay strategies involving a two-in-one. To perform a two-in-one, simply do a regular attack that flows smoothly and quickly into a special move. (For example, using Ryu, simply hold **Down** and perform a crouching Forward Kick, then complete the motion for Ryu's Hadoken with any Punch button.) It's not easy to learn two-in-ones, but with precision timing and practice, you'll find that the results are well worth the effort.

## JUGGLING

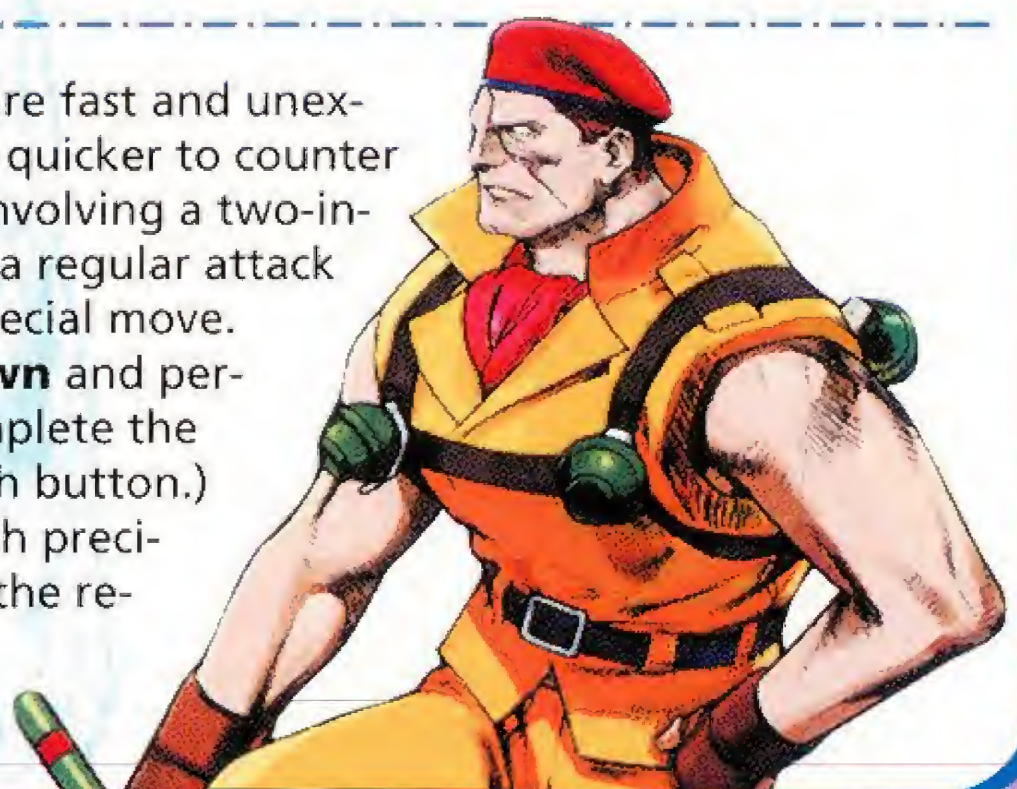
Mastering the proper juggling techniques can be a key to success. Juggling has been a very minor feature in previous *Street Fighter* games—see *Super Street Fighter II Turbo*—but *Alpha 3* thrives on proper juggling. You can juggle an opponent for many hits in the air IF they fail to initiate the Air Recovery technique or if they have chosen an “X” Mode character and are positioned near the corner. Juggles can be initiated by performing a move that knocks your opponent into the air, then following that up with a jumping Fierce Punch. (For example, using Cody, if your opponent does not use the Air Recovery technique, you can knock them out of the air with a crouching Fierce Punch, follow with a jumping Fierce Punch, then a standing Roundhouse Kick near the corner before they land.)



## ALPHA COUNTERS

Alpha Counters are only available in "A" or "V" Mode. Nearly all the Alpha Counters in "A" Mode (with the exception of Zangief's) are the equivalent of the "Punch" Alpha Counter from *Street Fighter Alpha 2*; conversely, all of the Alpha Counters in "V" Mode are just like the "Kick" Alpha Counter from *Alpha 2*. Alpha Counters deplete one level of your Super Meter in "A" mode and one half of the meter in "V" mode. They take off one bar from your Guard Break meter. Each character now has only one Alpha Counter damage at best.

To perform an Alpha Counter, block an attack, then press forward and a Punch and Kick button of the same strength simultaneously.







## AIR BLOCKING

The ability to block attacks in mid-air is only available in "A" mode or "V" mode. Simply point the D-pad or joystick away from your opponent in the air when he or she is about to attack. Almost every move can be air blocked to a certain extent, with the exception of Super Moves and attempts to block anyone's regular anti-air moves when jumping in. (For example, you can block Charlie's Flash Kick when jumping in at him, but you will be unable to block his crouching Fierce Punch) This will prove valuable if you are facing a person who loves to use anti air attacks such as Vega's "V" Mode Flip Kick, Zangief's Lariat and Ken's Shoryuken.



## GUARD METER RANKING

The characters in *Alpha 3* have Guard Meters of various lengths. "X" Mode characters have the largest, "A" Mode characters have average Guard Meters and "V" Mode characters have very small Guard Meters. Below is a list of the characters' dizzy meters ranked from 1 to 5, with 5 representing the largest Guard Meter. Note: Every "X" and "V" Mode character's Guard Meter increases or decreases from his or her "A" Mode counterpart, with the exception of "V" Cody, whose dodging maneuver would give him a -1 rating.

### Guard Meter 1

Charlie  
Chun-Li  
Cammy  
Vega  
Guile  
Juni  
Juli

### Guard Meter 2

Ryu  
Evil Ryu  
Ken  
Akuma  
Guy  
Rose  
Sagat  
Dan  
Rolento  
Fei Long  
Dhalsim  
Blanka

### Guard Meter 3

Adon  
Sodom  
M. Bison  
Gen  
E. Honda  
R. Mika  
T. Hawk  
Dee Jay  
Cody

### Guard Meter 4

Sakura  
Balrog  
Karin

### Guard Meter 5

Birdie  
Zangief

## DIZZY RATINGS

We've rated the fighters on a ten-point scale; a rating of 1 means that the character is vulnerable to being dizzyed frequently, whereas 10 means the character is very difficult to dizzy.

- 1—Akuma
- 2—
- 3—Everyone else
- 4—Blanka
- 5—
- 6—E. Honda
- 7—Sodom, T. Hawk
- 8—
- 9—Birdie
- 10—Zangief

## KILLER KOMBOS

Since you can find complete move lists in the game's practice mode as well as in the instruction manual, I've devoted the next few pages to a detailed description of how to perform my favorite *Alpha 3* combo with each character. These are all suitable for players with advanced skills, but they're not so outrageously difficult that you can't pull them off with a little practice. Have fun!



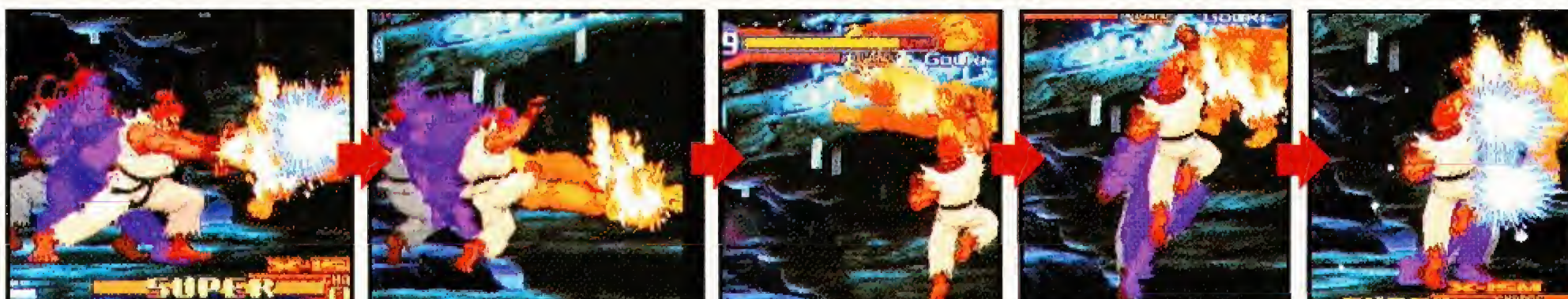
### A Adon

Two standing Jab Punches, crouching Short Kick, two-in-one into Level 3 Jaguar Breed Assault.



### V Akuma

Activate Custom Combo with Jab Punch and Short Kick, then a Red Hadoken with Fierce Punch into a Hop Kick (→ + Forward Kick), then juggle with Strong Punch Shoryukens until your meter is depleted.

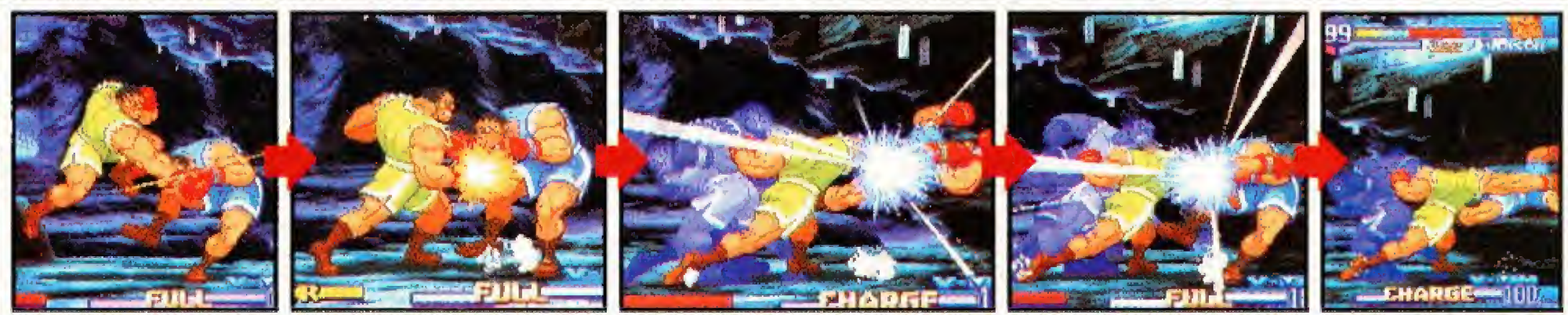





**X**

## Balrog

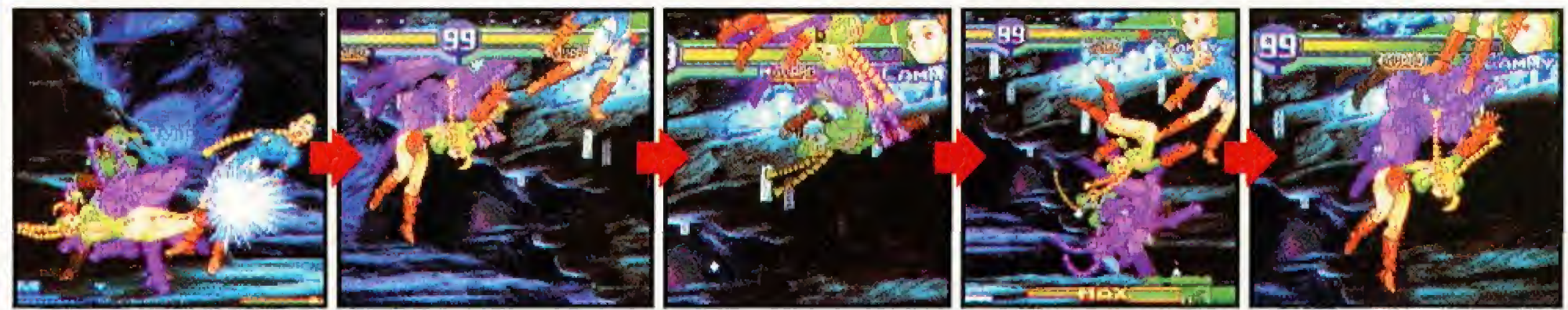
Jump in with a deep Fierce Punch, a standing Forward Kick, then two-in-one into the Crazy Buffalo Super Move.


**V**

## Cammy

(near corner)

Activate Custom Combo with Jab Punch and Short Kick, then a Cannon Drill with Forward Kick, then repeated Cannon Spikes until your meter is depleted.


**A**

## Charlie

(corner)

Jump in with Fierce Punch, standing Jab Punch, Level 1 Sonic Barrage, crouching Short Kick, Level 2 Somersault Justice.


**A**

## Chun-Li

(corner)

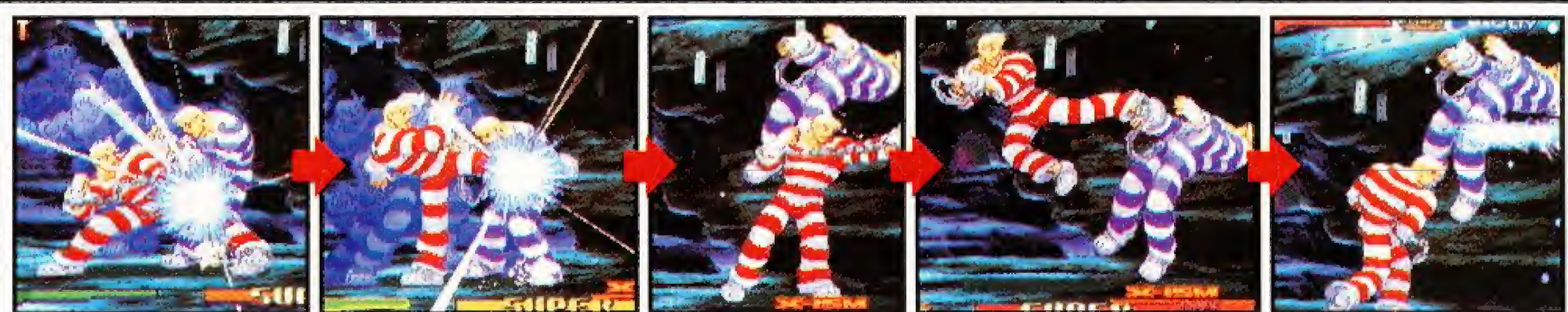
Standing Short Kick, two-in-one into a Level 2 Thousand Burst Kick, then immediately perform a Level One Spinning Shadow Kick.


**A**

## Cody

(near corner)

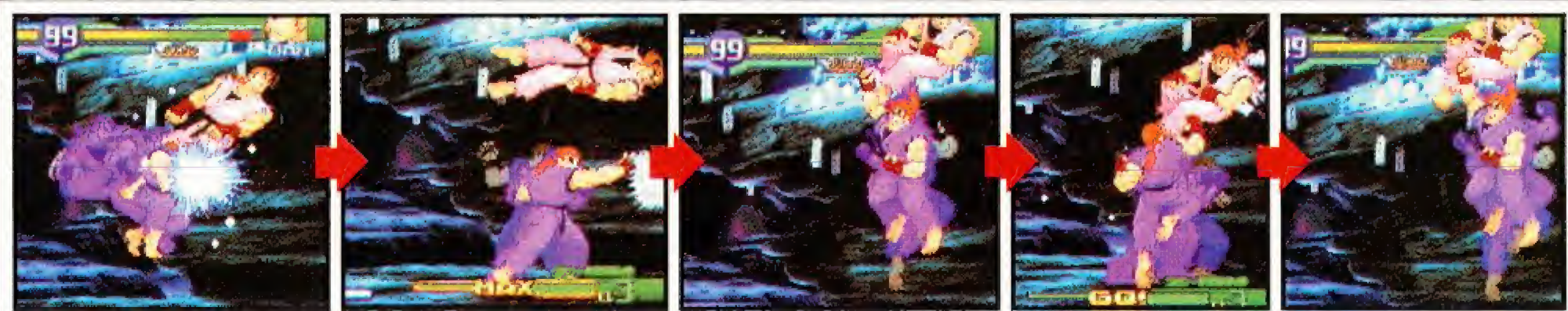
Level 3 Final Distance, standing Fierce Punch, → + Roundhouse Kick, Cheap Shot with Fierce Punch.


**V**

## Dan

(near corner)

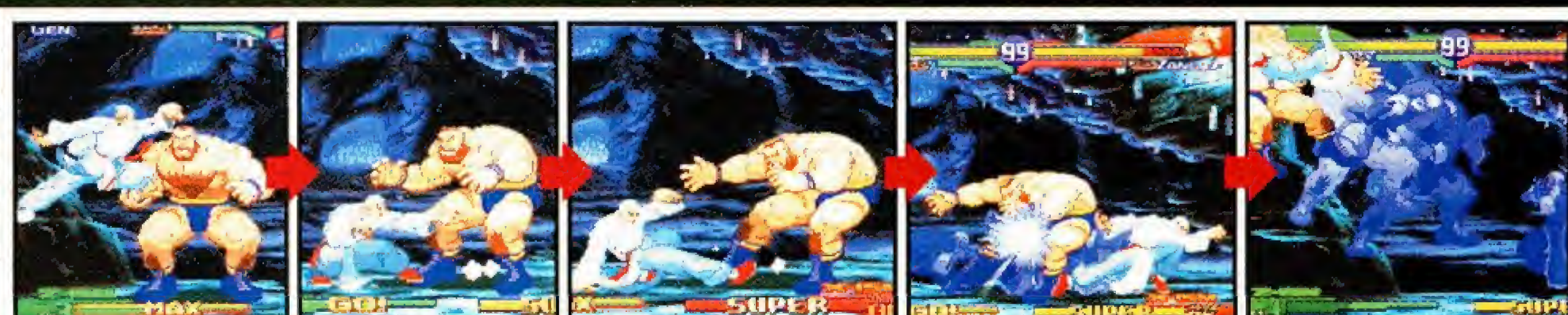
Activate your custom combo with Jab Punch and Short Kick, Dankuu Kyaku with Forward Kick, Gadouken, then repeated Kouryuukens with Strong Punch.







- A Gen** Starting in Sou Style, cross up with Forward Kick, two crouching Jab Punches, crouching Short Kick, crouching Forward Kick, two-in-one into Level 2 Zenei, switch to Ki Style by pressing all three Kick buttons simultaneously, then a Level One Aerial Slam.



- A E.Honda (corner)** Crouching Short Kick, Level 3 Super Sumo Charge



- V Ken (corner)** Activate your custom combo with Strong Punch and Forward Kick, then do four Hadokens with Fierce Punch and finish the combo with Roundhouse Hurricane Kicks until your meter is depleted.



- A R.Mika (corner)** Cross-up Body Splash, two crouching Jab Punches, crouching Short Kick, two-in-one into Level 3 Shadow Power, immediately hold ↘ and push Strong Punch, then press ← → and any Kick button before R. Mika flies to the top of the screen, then press any Kick button when R. Mika is directly above the opponent to grab him.



- A Rose** Two crouching Jab Punches, crouching Short Kick, two-in-one into Level 3 Aura Soul Catch.



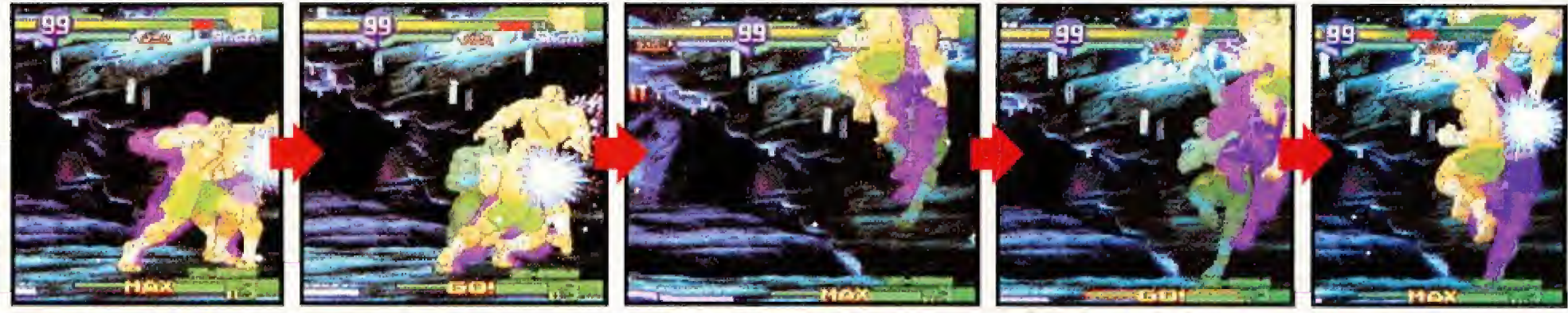
- X A V Ryu (corner)** Jump in with Fierce Punch, crouching Strong Punch, two-in-one into a Roundhouse Hurricane Kick, immediately face the opposite direction and do another crouching Strong Punch, then two-in-one into another Roundhouse Hurricane Kick. (Note: This combo will re-dizzy!)



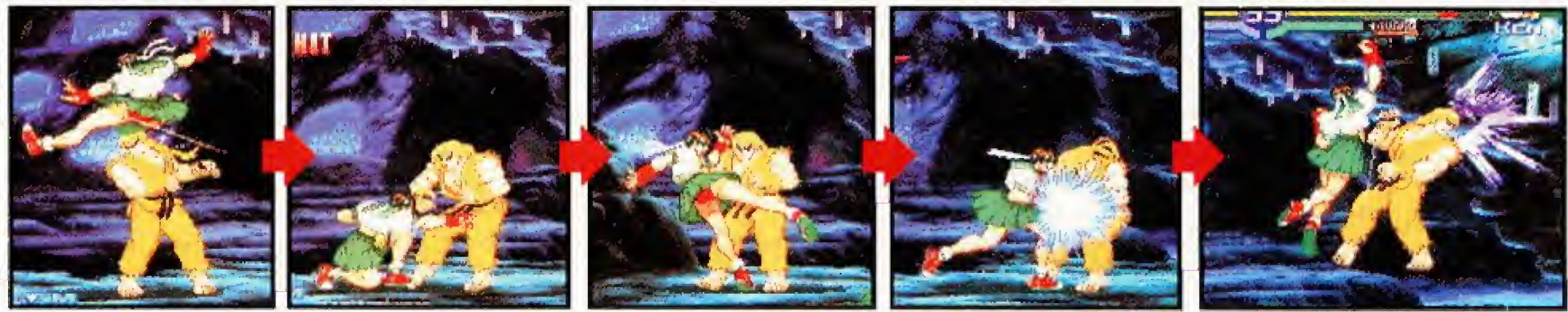



**V**
**Sagat**  
(corner)

Activate Custom Combo with Jab Punch and Short Kick, then do five Fireballs with Fierce Punch, then repeated Tiger Uppercuts with Fierce Punch until they drop.


**X**
**A**
**V**
**Sakura**

Cross up your opponent with Forward Kick, two crouching Jab Punches, standing Short Kick, two-in-one into Shououken with Fierce Punch.


**V**
**Sodom**

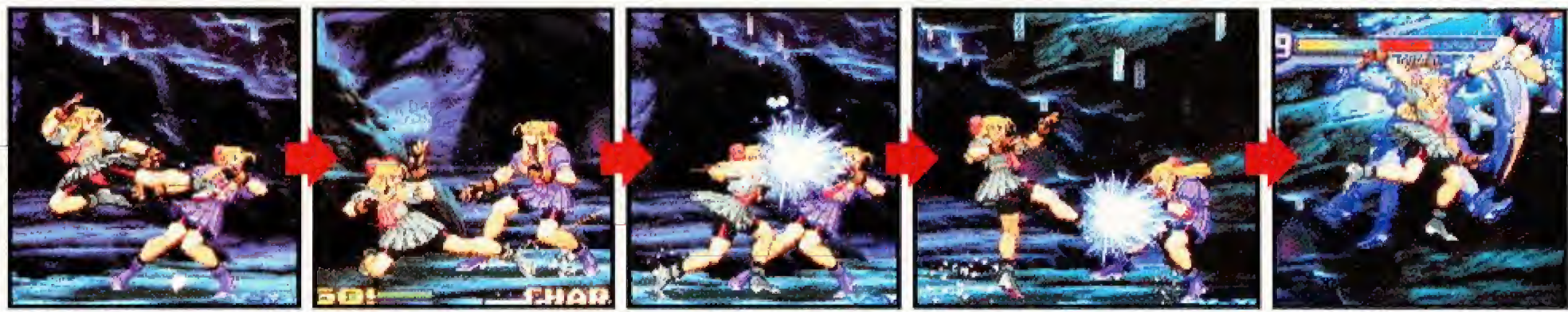
Activate Custom Combo with Jab Punch and Short Kick, then use Fierce Jigoku Scrapes until your opponent falls. (You will need to pause slightly before attempting Jigoku Scrapes in succession.)


**V**
**Vega**  
(corner)

Activate Custom Combo with Jab Punch and Short Kick, then do repeated Fierce Punch Rolling Crystal Flashes


**A**
**Karin**

Jump in with Forward Kick, crouching Jab Punch, crouching Short Kick, two-in-one into Guren Ken, hold ↓ and press any punch, hold → and press Roundhouse Kick, Level 3 Rising Thunder.


**X**
**A**
**V**
**Birdie**

Jump in with Roundhouse Kick, crouching Short Kick, two-in-one into Jab Punch Bull Head.







## X A V Zangief

Jump in with Fierce Punch Body Splash, two crouching Jab Punches, standing Short Kick, two-in-one into Jab Punch Banishing Fist.



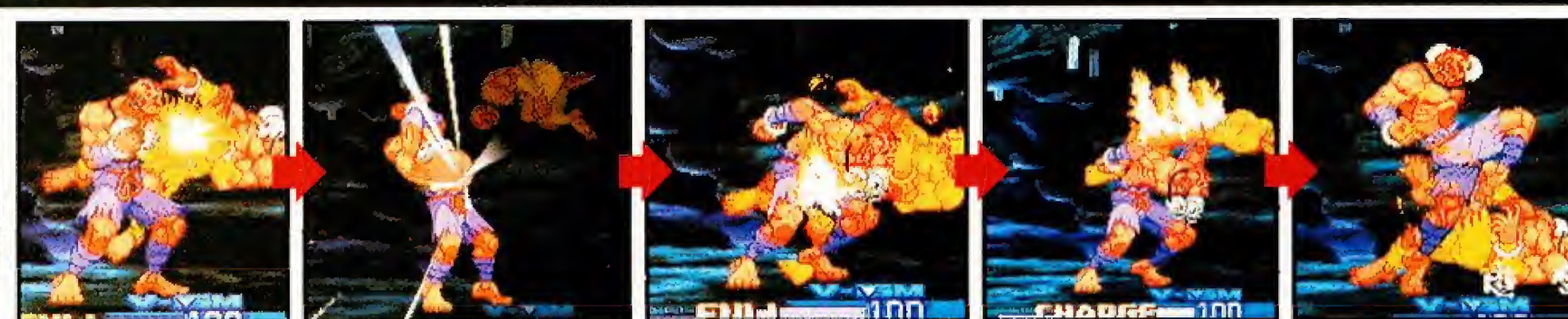
## X A V Blanka

Jump in with Roundhouse Kick, crouching Forward Kick, two-in-one into Rolling Attack.



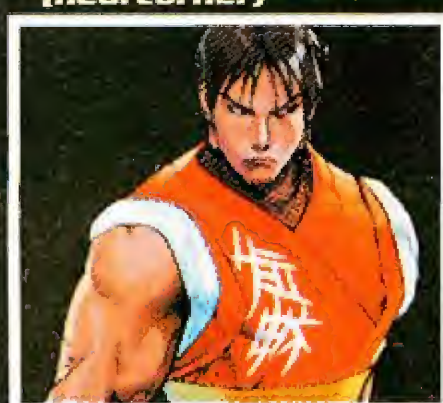
## X Dhalsim (corner)

When opponent jumps from the corner, standing Strong Punch, two-in-one into Yoga Tempest, then a standing Roundhouse Kick before your opponent lands.



## A Guy (nearcorner)

Level 3 Bushido Rage, standing Jab Punch, Strong Punch, Fierce Punch, Roundhouse Kick, standing Jab Punch, Bushin Senpuu Kyaku with Roundhouse Kick.



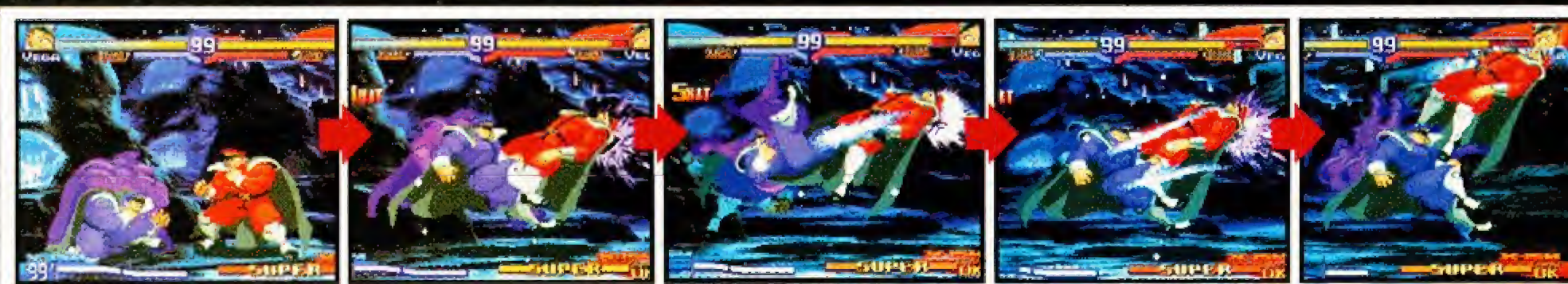
## X A V Rolento

Jump in with Fierce Kick, crouching Forward Kick, two-in-one into Patriot Circle with Fierce Punch three times.



## V M. Bison

Activate Custom Combo with Jab Punch and Short Kick, do repeated Scissor Kicks with Forward Kick until your meter is depleted or until your opponent reaches the corner and uses the Air Recovery Maneuver.

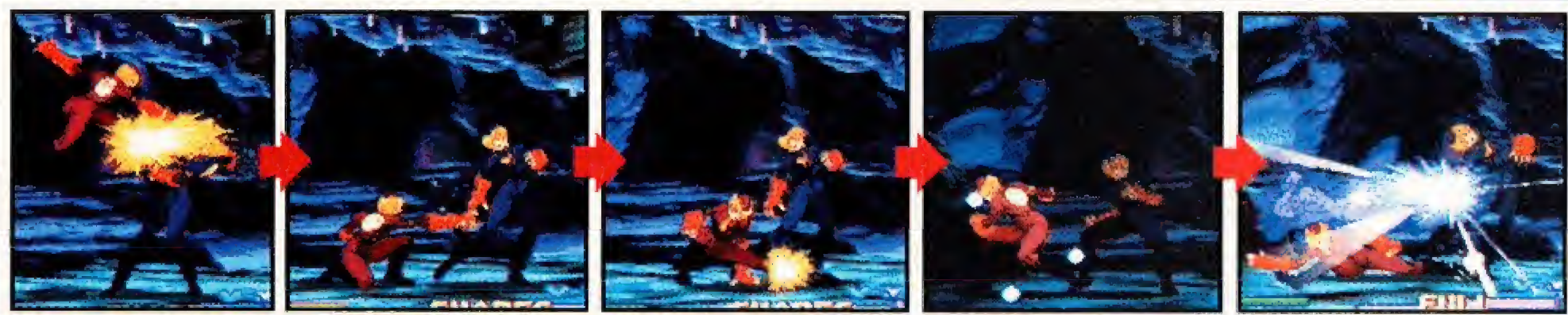






**A** **Juni**  
(corner)

Jump in with Fierce Punch, Crouching Jab Punch, crouching Short Kick, two-in-one into Spindrive Smasher.



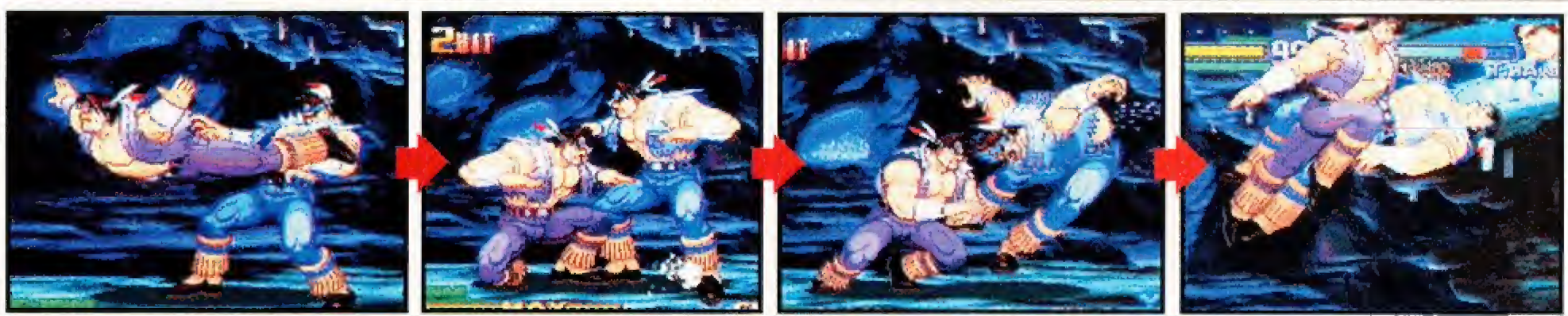
**V** **Juli**

Activate Custom Combo with Jab Punch and Short Kick, do a Flying Kick with Short Kick, Cannon Spike with Short Kick, repeated Roundhouse Cannon Spikes until your meter is depleted.



**X** **A** **V** **T. Hawk**

Cross up your opponent with a Fierce Body Splash, standing Jab Punch, two-in-one into Rising Hawk with Fierce Punch.



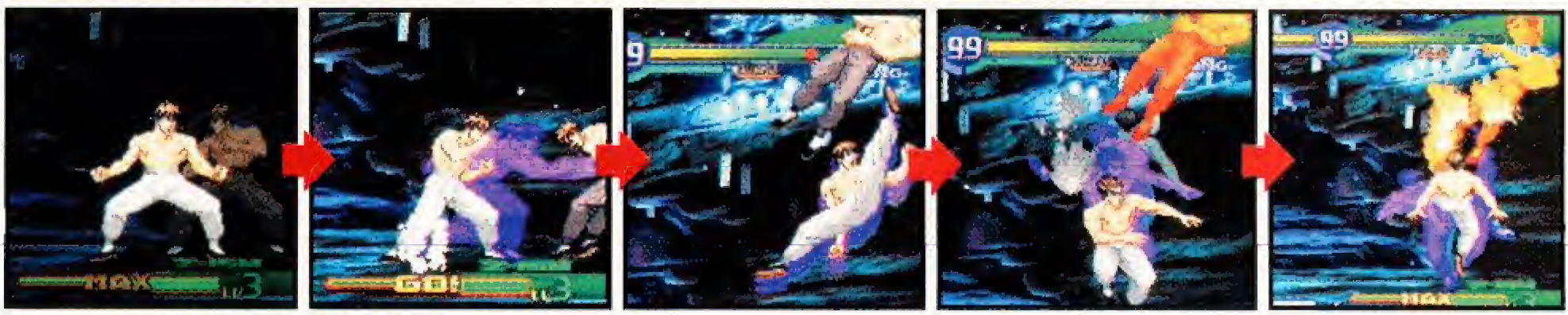
**X** **OR** **A** **Guile**

Jump in with an early Fierce Punch, crouching Jab Punch, crouching Short Kick, two-in-one into Level 3 Somersault Justice.



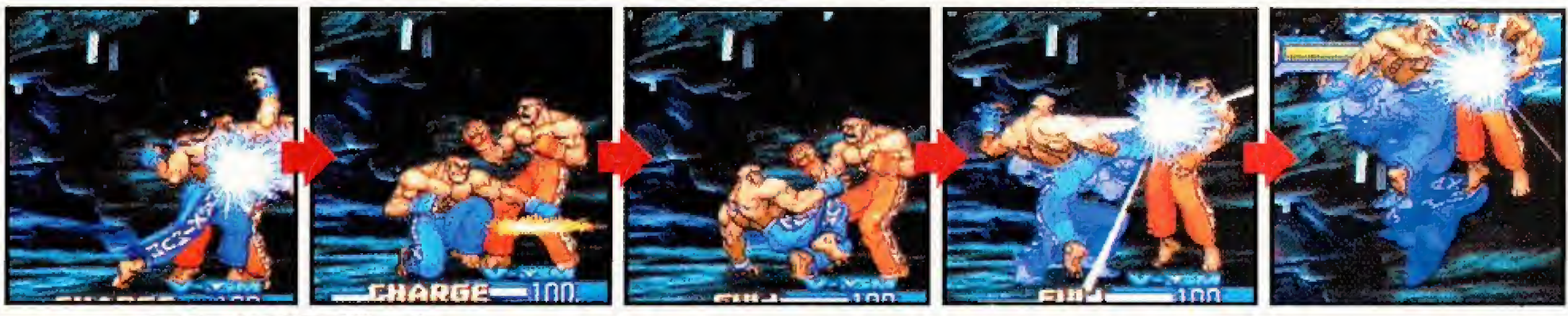
**V** **Fei Long**  
(near corner)

Activate Custom Combo with Jab Punch and Short Kick, Do three Rekka Kens with Fierce Punch, Roundhouse Aerial Kick, Shin-Kyaku (Fire Kick) with Forward Kick until your meter is depleted.



**A** **Dee Jay**  
(in corner)

Maxx Out with any punch, crouching Jab Punch, crouching Short Kick, two-in-one into Level 3 Rising Storm.







# STREET FIGHTER ALPHA 3

## Tournament Rankings

Though the highest concentrations of arcade game tournaments and tournament players are in California, top players from other parts of the country have different playing styles and techniques that should be recognized. We've asked tournament-caliber *Street Fighter Alpha 3* players from across the U.S. to compile charts that show which characters are the most popular in different geographic regions.

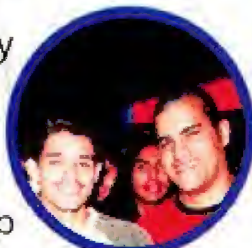
Note: Evil Ryu and Shin Akuma were not included in these rankings due to the fact that Shin Akuma is too powerful to be considered "fair" and Evil Ryu is an almost perfect clone of Ryu.



### NORTH MIAMI RANKINGS

Compiled by Nelson Santamaria, Victor Olivares, Angel Mateo and Alex "Juni"

These four expert players play at Fun-O-Rama in the Westland Mall in Hialeah, Florida, a location notorious for attracting some of the top *Street Fighter* players in the state. Victor and Angel recently placed 1st and 2nd at the South Florida *Alpha 3* Championships held in December.



#### 1. "X" Mode Dhalsim

2. "V" Mode Akuma
3. "A" Mode Gen
4. "A" Mode Guy
5. "V" Mode Ryu
6. "V" Mode Ken
7. "X" Mode Rolento
8. "A" Mode Zangief
9. "V" Mode Cody
10. "V" Mode Sakura
11. "V" Mode Dee Jay
12. "V" Mode Rose
13. "V" Mode Vega
14. "A" Mode Sodom
15. "A" Mode M. Bison
16. "A" Mode Sagat
17. "X" Mode T. Hawk
18. "X" Mode Balrog
19. "V" Mode Guile
20. "A" Mode Birdie
21. "A" Mode Blanka
22. "V" Mode Fei Long
23. "X" Mode Adon
24. "A" Mode E. Honda
25. "X" Mode Juli
26. "X" Mode Juni
27. "A" Mode R. Mika
28. "A" Mode Karin
29. "X" Mode Cammy
30. "V" Mode Chun-Li
31. "V" Mode Charlie
32. "V" Mode Dan



### EAST COAST RANKINGS

Compiled by Todd Dwyer and Ric Collins

Todd Dwyer heads the weekly tournaments held at the Eight on the Break arcade in Dunnellen, New Jersey; therefore he gets the chance to monitor popular character selection every week. Ric Collins plays at the weekly tournaments at Gametime Arcade in Alexandria, Virginia and is regarded as one of the best Guy players in the nation.



#### 1. "V" Mode Akuma

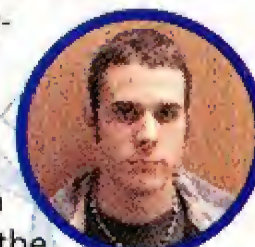
2. "V" Mode Ryu
3. "X" Mode Rolento
4. "A" Mode Dhalsim
5. "V" Mode Karin
6. "V" Mode Ken
7. "A" Mode Gen
8. "V" Mode Sodom
9. "V" Mode Zangief
10. "A" Mode Rose
11. "A" Mode Fei Long
12. "X" Mode Sakura
13. "A" Mode Guy
14. "A" Mode Blanka
15. "V" Mode Vega
16. "A" Mode M. Bison
17. "V" Mode Dee Jay
18. "X" Mode Chun-Li
19. "V" Mode Charlie
20. "V" Mode Cody
21. "X" Mode Sagat
22. "V" Mode R. Mika
23. "A" Mode Balrog
24. "A" Mode Adon
25. "V" Mode Guile
26. "A" Mode Cammy
27. "A" Mode Juni
28. "X" Mode T. Hawk
29. "A" Mode Juli
30. "A" Mode Birdie
31. "X" Mode E. Honda
32. "V" Mode Dan



### MIDWEST RANKINGS

Compiled by Alex Gilliam

Alex Gilliam, who can't get enough of *Street Fighter Alpha 3*, heads out to Dennis' Place in Chicago with professional game testers Eddie Ferrier and Paulo Garcia after playing enough video games during the day. All three of them are looking forward to the *Street Fighter* Midwest Championships in June and are practicing madly on the PlayStation version of *Street Fighter Alpha 3*.



#### 1. "X" Mode Rolento

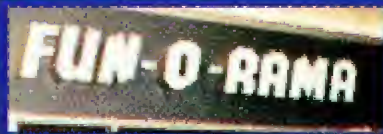
2. "X" Mode Adon
3. "V" Mode Ryu
4. "X" Mode Blanka
5. "X" Mode Dee Jay
6. "X" Mode Fei Long
7. "V" Mode Ken
8. "X" Mode E. Honda
9. "X" Mode Vega
10. "A" Mode Cody
11. "A" Mode Gen
12. "X" Mode Zangief
13. "V" Mode Akuma
14. "X" Mode Dhalsim
15. "X" Mode Cammy
16. "A" Mode Balrog
17. "X" Mode Chun-Li
18. "X" Mode Charlie
19. "X" Mode Sodom
20. "X" Mode Karin
21. "V" Mode Juli
22. "X" Mode Sakura
23. "X" Mode M. Bison
24. "X" Mode Sagat
25. "X" Mode R. Mika
26. "X" Mode T. Hawk
27. "A" Mode Rose
28. "X" Mode Juni
29. "V" Mode Guy
30. "A" Mode Birdie
31. "X" Mode Dan
32. "X" Mode Guile



### SOUTH MIAMI RANKINGS

Compiled by Robert Cantillo, Juan "Chaka" Fernandez and Johan Palacios

The Southern group of Miami warriors play at the rival Fun-O-Rama at Mall of the Americas—which, incidentally, is where Jason Wilson learned to play *Street Fighter* in the first place! Johan heads an elite group of players that also frequent the "world's largest video arcade," Grand Prix Race-O-Rama until the wee hours of the morning.



#### 1. "A" Mode Akuma

2. "A" Mode Dee Jay
3. "A" Mode Ken
4. "A" Mode Gen
5. "A" Mode Dhalsim
6. "A" Mode Zangief
7. "X" Mode Adon
8. "X" Mode Fei Long
9. "X" Mode Rolento
10. Ryu (any mode)
11. "A" Mode M. Bison
12. "A" Mode E. Honda
13. "V" Mode Charlie
14. "A" Mode Blanka
15. "A" Mode Karin
16. "X" Mode Chun-Li
17. "V" Mode Guile
18. "A" Mode Sakura
19. "X" Mode Sodom
20. "A" Mode Cody
21. "A" Mode Rose
22. "A" Mode Guy
23. "A" Mode Juni
24. "X" Mode Balrog
25. "A" Mode Cammy
26. "A" Mode Sagat
27. "A" Mode Birdie
28. "A" Mode R. Mika
29. "A" Mode Vega
30. "A" Mode T. Hawk

31. "A" Mode Juli
32. "V" Mode Dan



## TIPS & TRICKS RANKINGS

Compiled by the TIPS & TRICKS staff

Note: At the end of each specific ranking, we will explain why that particular "ISM" is chosen as the best.

1. "V" Mode Ryu—That ridiculous Original Combo in the corner is impossible to break out of.

2. "V" Mode Akuma—His Original Combo can do up to 50% damage from anywhere on the screen; also has a large number of special moves.

3. "A" Mode Dhalsim—Air Blocking, controllable limbs, three different Super Moves and higher priority on standard moves.







**In the future.** There will be four more puzzles at \$2.00 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

	H				_____	MYSTERY
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**4. "A" Mode Gen**—Lots of Super Moves that connect easily by linking regular moves (ex: crouching Short Kick, Strong Punch, Fierce Punch).



**5. "X" Mode Rolento**—Pogo stick has no delay after jumping in on the opponent. Strong standard moves.

**6. "V" Mode Vega**—Flip Kick, high priority Original Combo in the corner.

**7. "V" Mode Ken**—Original Combo strength, Air Blocking. (Super Moves are useless in "A" mode.)



**8. "X" Mode Chun-Li**—Strong Special Moves, Spinning Bird Kick has high priority, Cross-Up Moves take off huge amounts of Guard Break.

**9. "X" Mode Rose**—Super Move takes off 50%...AND goes through projectiles!

**10. "A" Mode Karin**—Useful Super Moves after standard combos.



**11. "V" Mode Sakura**—Excellent Original Combos that are difficult to break.

**12. "V" Mode Sodom**—Wonderful juggling techniques and very strong Special Moves in Original Combos.

**13. "A" Mode Dee Jay**—Strong Super Moves, Air Blocking, no delay after Maxx-Out.

**14. "X" Mode Balrog**—All Dashing punches can hit low, whereas in "A" or "V" Mode you would have use a Ground Dashing Punch.



**15. "A" Mode Guy**—Many Chain Combos, Air Blocking, Super Moves link to Chain Combos well.

**16. "A" Mode Cammy**—Air Blocking, strong multiple Super Moves, Spinning Knuckle goes through projectiles (not available in "V" mode.)

**17. "V" Mode Fei Long**—Controllable regular moves give Fei Long more anti-air techniques; Original Combo is deadly in the corner.

**18. "A" Mode M. Bison**—Psycho Crusher Super Move at Level 3 takes off 50% of your energy; decent strength on standard moves.

**19. "X" Mode Juni**—Added Strength is needed for Standard Moves because of her difficulty level; Hooligan Combo, when connected from the air, takes off 30%!

**20. "V" Mode Zangief**—Automatic Spinning Pile Driver with every successful Original Combo. Original Combo charges meter back quicker in "V" than in any other mode.

**21. "X" Mode Adon**—Confusing Kicks and wild jump-in techniques are not only unorthodox, but frustrating to fight against.

**22. "A" Mode Charlie**—Air Blocking, Guard Break maneuvers are deadly, many Super moves set up sophisticated combos.

## ARIZONA RANKINGS

Compiled by Geoff Arnold and Joe Jennings

Can anyone stop the One-Handed Terror of Tucson? After coming home from the Middle East, Geoff has been practicing with Eddy Tang and Joe Jennings at home and is preparing for the *Street Fighter* Midwest Championships in June as well.



### 1. "V" Mode Akuma

2. "V" Mode Ryu
3. "X" Mode Chun-Li
4. "X" Mode Rolento
5. "A" Mode Gen
6. "X" Mode Zangief
7. "X" Mode Dhalsim
8. "A" Mode Guy
9. "A" Mode Ken
10. "X" Mode Charlie
11. "A" Mode Karin
12. "X" Mode Vega
13. "A" Mode R. Mika
14. "V" Mode Fei Long
15. "V" Mode Cody
16. "X" Mode Bison
17. "A" Mode Adon
18. "X" Mode Sagat
19. "A" Mode Rose
20. "X" Mode Sodom
21. "A" Mode Sakura
22. "X" Mode Balrog
23. "A" Mode Blanka
24. "X" Mode Honda
25. "A" Mode Cammy
26. "A" Mode Juni
27. "A" Mode Juli
28. "X" Mode Guile
29. "A" Mode Birdie
30. "X" Mode T. Hawk
31. "X" Mode Dee-Jay
32. "X" Mode Dan



## WEST COAST RANKINGS

Compiled by Joey Cuellar, Alex Valle, James Rometry and Bob Painter

All four of these players ended up in the top 16 at Capcom's official *Street Fighter Alpha 3* Japan vs. USA tournament in San Jose last November. Alex Valle is the United States *Alpha 3* champion and is considered to be the best overall *Street Fighter* player in the nation.



### 1. "V" Mode Akuma

2. "V" Mode Ryu
3. "X" Mode Rolento
4. "A" Mode Dhalsim
5. "A" Mode Gen
6. "A" Mode Chun-Li
7. "V" Mode Dee Jay
8. "A" Mode Karin
9. "V" Mode Sodom
10. "V" Mode Vega
11. "X" Mode Rose
12. "A" Mode Guy
13. "A" Mode M. Bison
14. "A" Mode Fei Long
15. "V" Mode Ken
16. "X" Mode Sakura
17. "X" Mode Balrog
18. "A" Mode Cody
19. "X" Mode Charlie
20. "A" Mode Zangief
21. "A" Mode Cammy
22. "A" Mode T. Hawk
23. "V" Mode Dan
24. "A" Mode E. Honda
25. "A" Mode Birdie
26. "A" Mode Sagat
27. "A" Mode Juli
28. "A" Mode Juni
29. "A" Mode Adon
30. "A" Mode Blanka
31. Guile (any mode)
32. "V" Mode R. Mika



**23. "V" Mode Cody**—Original Combos are deadly in the corner, Added automatic "dodge" technique in "V" mode changes style of every match.

**24. "V" Mode Juli**—Very good Original Combo; Flying Kicks have little delay, and Thrust Kick can be an immediate follow-up.

**25. "V" Mode Sagat**—Strong Original Combo in the corner, controllable limbs allow Sagat to use standing Strong Punch as an evasive anti-air technique.

**26. "A" Mode Birdie**—Multiple Super Moves that go through projectiles, Air Blocking; strength of Bull Horn is needed in "A" mode.

**27. "A" Mode T. Hawk**—Super Moves, Air Blocking.

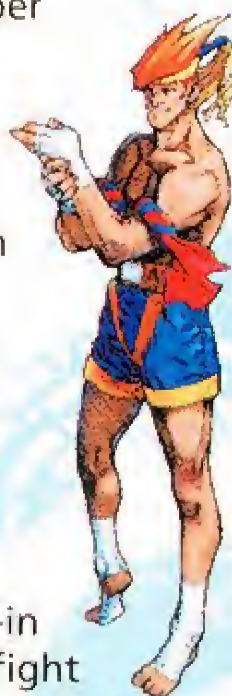
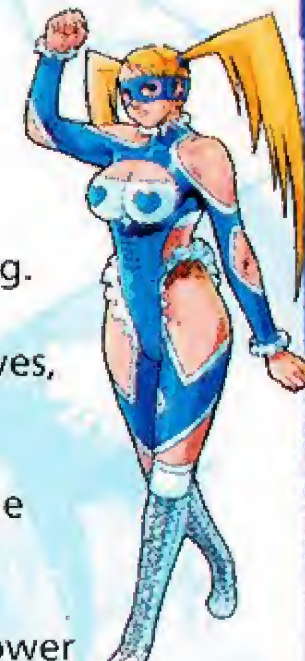
**28. "A" Mode Blanka**—Strong Multiple Super Moves, Air Blocking

**29. "A" Mode E. Honda**—Strong Multiple Super Moves, Air Blocking

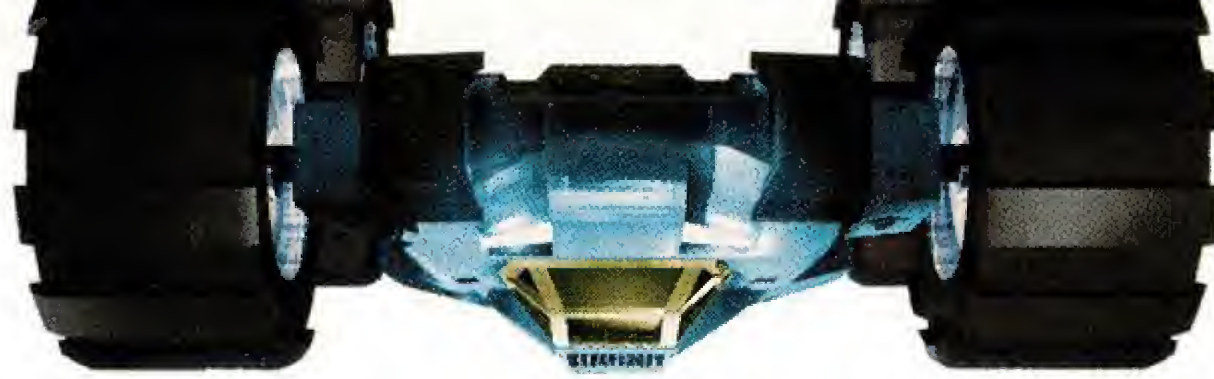
**30. "A" Mode R. Mika**—Shadow Power Super Move is R. Mika's most useful technique; Air Blocking is a plus.

**31. "A" Mode Guile**—Standing Roundhouse Kick is the only semi-effective anti-air move that Guile maintains. Sonic Hurricane is a fast, deadly Super Move.

**32. "V" Mode Dan**—Well, at least he has an effective Original Combo!







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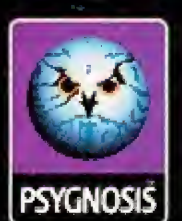
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# Legend of Legaia

by Pat Reynolds

**F**rom the producer of the popular RPG *Wild Arms* comes Sony's newest role playing game, *Legend of Legaia*. A mysterious mist is covering the world of Legaia, transforming any living creature it touches into mindless monsters bent on destruction. These beasts are known as Seru. Only the power of the mystical beings called Ra-Seru—and the Genesis Trees in which they live—can banish the mist and reverse its effects. Vahn, a young hunter from the village of Rim Elm, sets out to restore the power of the Genesis Trees and put an end to the evil mist and its creator.

## THE TACTICAL ARTS BATTLE SYSTEM

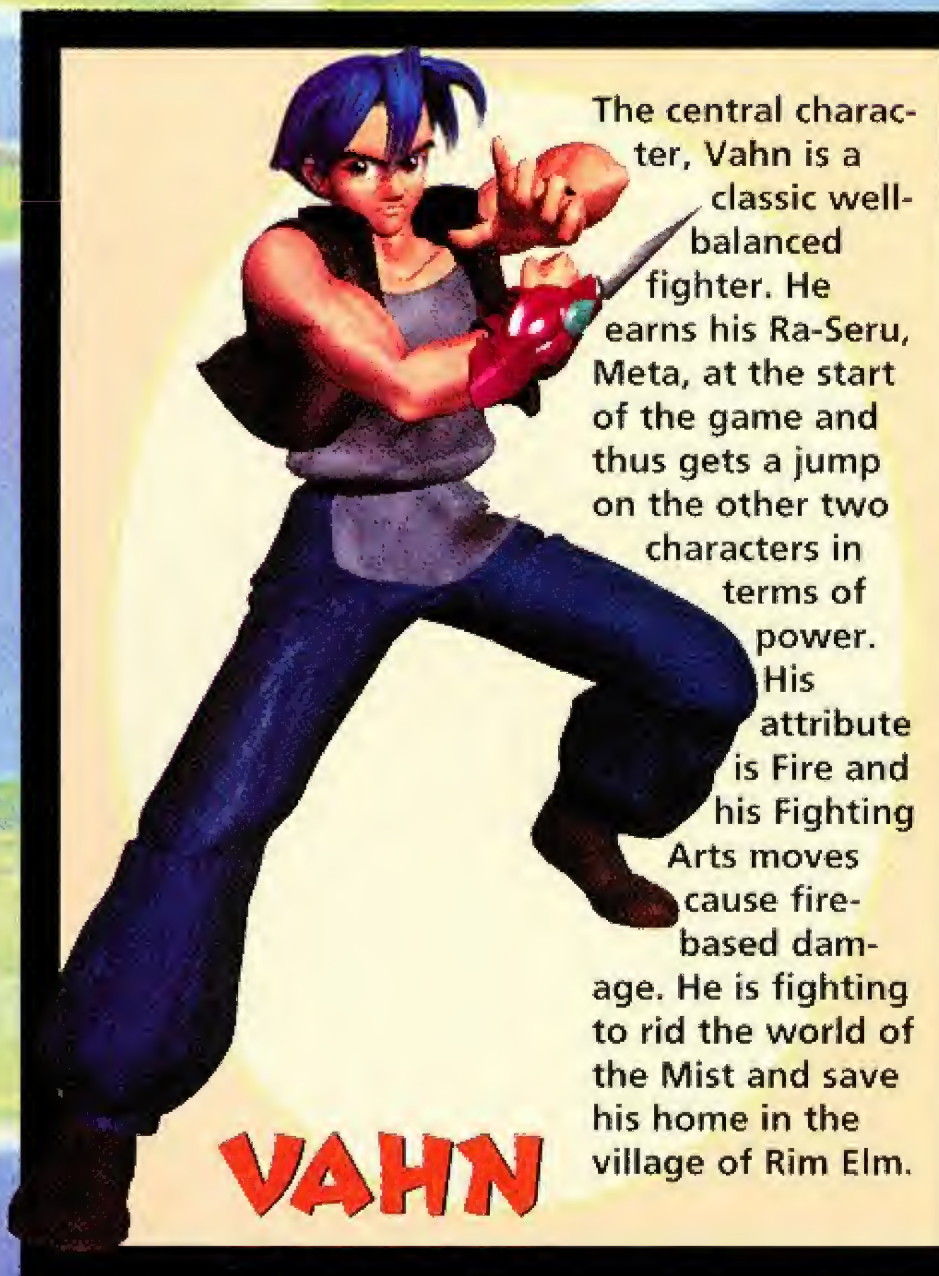


*Legend of Legaia* introduces a battle system that has more in common with a 3-D fighting game than an RPG. Characters attack with combinations of high, low, right and left hand-to-hand attacks. Certain combinations are known as Fighting Arts; these allow the character to attack with a special move. Each character has an attack bar that allows a certain number of attacks to be entered. The character also has the ability to increase the length of the attack bar with the Spirit command; it's essentially a defensive move that increases both the attack and blocking capability for the character. In the next round the character can use the longer attack bar to string together even more attacks and even a series of special moves. The ability to chain together two or more Arts moves is helped by the fact that the last command—or series of commands—in the initial move can also be applied toward the consecutive attack. For example, Noa's Hyper Art Frost Breath (← ← → →) can be linked directly into her Mirage Lancer (→ → ↑ ↑) by simply entering the command ← ← → → ↑ ↑. The → → moves from the end of the Frost Breath also apply as the first two commands of the Mirage Lancer in this chain. Using Fighting Arts takes Agility Points (AP), which refill slowly each round when the character is hit; they can also be refilled quickly with the Spirit move. The standard Fighting Arts are available to each character immediately and appear on the character's menu

as they are used in battle. More powerful special moves called Hyper Arts must be learned through Books found in the course of the journey, while Super Arts and Miracle Arts cannot be used until later in the game when the characters' Attack Bars are long enough to enter the longer commands these attacks require.



## THE RA-SERU HEROES



The central character, Vahn is a classic well-balanced fighter. He earns his Ra-Seru, Meta, at the start of the game and thus gets a jump on the other two characters in terms of power. His attribute is Fire and his Fighting Arts moves cause fire-based damage. He is fighting to rid the world of the Mist and save his home in the village of Rim Elm.

**VAHN**

Name	Type	Command	AP Used
Hyper Elbow	Fighting Arts	← → ←	18
Charging Scorch	Fighting Arts	↓ → ↑	18
Somersault	Fighting Arts	↑ ↓ ↑	18
Slash Kick	Fighting Arts	↑ ↓ ←	18
Power Punch	Fighting Arts	← ← ↓	18
Cross-Kick	Fighting Arts	↓ ↓ ↓ ↑	24
Pyro Pummel	Fighting Arts	← → ↑ ←	24
Spin Combo	Fighting Arts	↑ ↓ → ←	24
PK Combo	Fighting Arts	↓ ↑ ↑ ←	24
Hurricane	Fighting Arts	↑ ↑ ↓ ↓	24
Cyclone	Fighting Arts	↓ ↑ ↑ ↑	24
Tornado Flame	Hyper Arts	→ → ←	30
Fire Blow	Hyper Arts	→ → ↓ ←	32
Burning Flare	Hyper Arts	→ ↓ ← ↓ ←	40
Power Slash	Super Arts	↓ → ↑ ↓ ↑ ↓ ←	54
Fire Tackle	Super Arts	← → ← ← ↓ → ↑	54
Maximum Blow	Super Arts	↓ → ↑ ↓ ← ← ↓	54
Tri-Somersault	Super Arts	↑ ↓ ↑ ↑ ↑ ↓ ↑	60
Rolling Combo	Super Arts	↑ ↓ → ← ← ↓ ↑ ↑ ←	66
Vahn's Craze	Miracle Arts	→ ↓ ← ↑ ← ↑ → ↓ ←	99



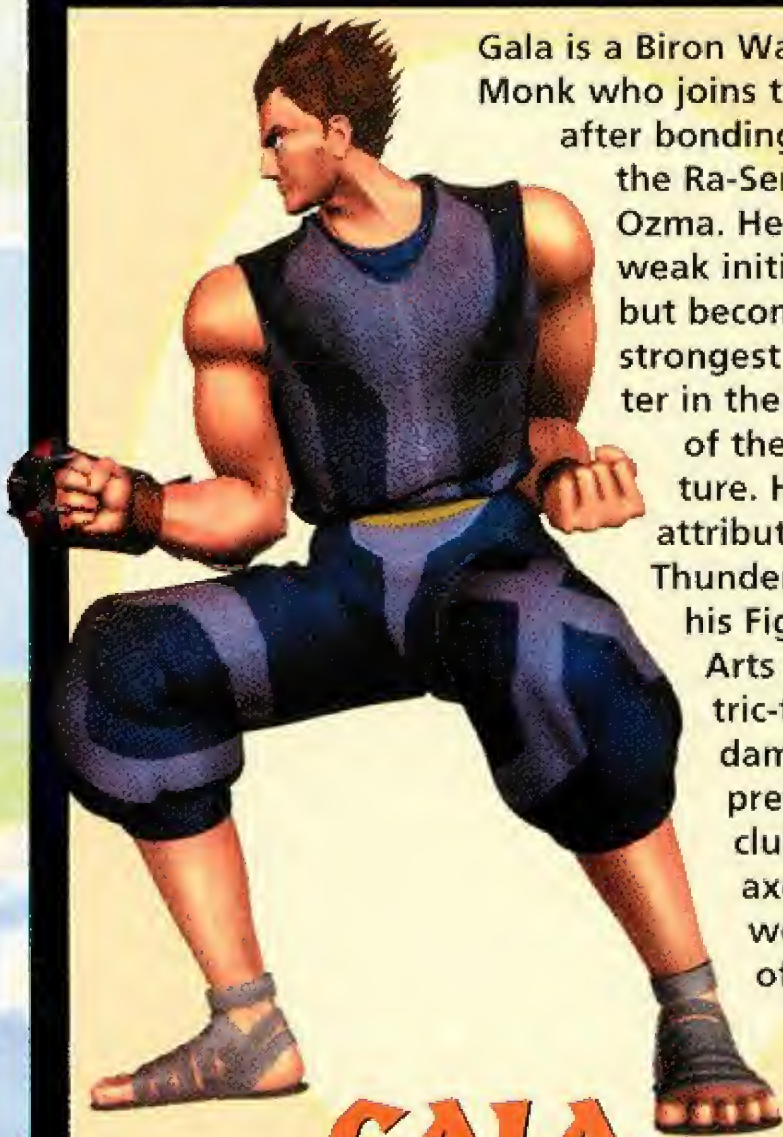




Raised by a Ra-Seru named Terra, Noa is searching for the truth behind her abandonment by her parents when she was just a baby. She joins Vahn on his quest to destroy the Mist. Noa is the weakest character in terms of attacking, but she is also the fastest, which means she usually gets the first turn in battle. She also starts with the longest initial AP bar and has a Fighting Arts move called Tough Love which confuses enemies and turns them against each other. Her attribute is Wind.

**NOA**

Name	Type	Command	AP Used
Lizard Tail	Fighting Arts	↑ ↓ ↑	9
Acrobatic Blitz	Fighting Arts	↑ ↓ ↓	9
Sonic Javelin	Fighting Arts	→ ↓ →	9
Blizzard Bash	Fighting Arts	→ ← ↓	9
Mirage Lancer	Fighting Arts	→ → ↑ ↑	12
Dolphin Attack	Fighting Arts	→ → ← →	12
Bird Step	Fighting Arts	↓ ↓ ↓ ↑	12
Swan Driver	Fighting Arts	↓ ↑ ↑ ↑	12
Tough Love	Fighting Arts	↓ ↑ ↓ ← →	15
Rushing Gale	Fighting Arts	↑ ↑ ← ↓ →	15
Tempest Break	Fighting Arts	→ → ← ↑ ↑ ↑	18
Frost Breath	Hyper Arts	← ← → →	20
Vulture Blade	Hyper Arts	← ← → ← →	25
Hurricane Kick	Hyper Arts	← ↑ ↑ ↑ ↑ ↓ →	35
Super Javelin	Super Arts	↑ ↑ ← ↓ → ↓ →	48
Dragon Fangs	Super Arts	↑ ↓ ↑ ↑ ↑ ↓ ↓	54
Triple Lizard	Super Arts	↓ ↓ ↓ ↑ ↑ ↑ ↓ ↑	66
Super Tempest	Super Arts	→ → ← → → ← ↑ ↑ ↑	60
Love You	Super Arts	→ → ↑ ↑ ↓ ↑ ↓ ← →	72
Noa's Ark	Miracle Arts	← ↑ → ↓ ↑ ← ↑ ↓ →	99



Gala is a Biron Warrior-Monk who joins the team after bonding with the Ra-Seru Ozma. He is very weak initially, but becomes the strongest character in the course of the adventure. His attribute is Thunder and his Fighting Arts do electric-type damage. He prefers clubs and axes as weapons of choice.

**GALA**

Name	Type	Command	AP Used
Flying Knee Attack	Fighting Arts	↓ ↑ ←	18
Battering Ram	Fighting Arts	← → ↓	18
Ironhead	Fighting Arts	↑ ↓ ↓	18
Back Punch	Fighting Arts	← → ←	18
Guillotine	Fighting Arts	← ↑ ←	18
Head-Splitter	Fighting Arts	← ↑ ↑	18
Side Kick	Fighting Arts	↓ ↓ ↑ ↑	24
Black Rain	Fighting Arts	↑ ← ↓ ↓	24
Neo Raising	Fighting Arts	← ← → ↑ ←	30
Electro Thrash	Fighting Arts	↑ ← ↓ → ←	30
Bull Horns	Fighting Arts	← ↑ → ↓ ←	30
Thunder Punch	Hyper Arts	→ → ←	30
Lightning Storm	Hyper Arts	→ → ↑ ←	32
Explosive Fist	Hyper Arts	→ → ← ← ←	40
Rushing Crush	Super Arts	← → ↓ ↑ ← ↑ ↑	54
Super Ironhead	Super Arts	↓ ↑ ← ↑ ↑ ↓ ↓	54
Back Punch x2	Super Arts	↑ ↓ ↓ ↑ ← → ←	54
Heaven's Drop	Super Arts	↓ ↑ ← ↑ ↑ ← ↓ ↓	60
Neo Static Raising	Super Arts	← → ← ↑ ← ← → ↑ ←	66
Gala Final	Miracle Arts	→ → ↓ ↑ ↓ ↑ ↓ ← ←	99

## THE SERU AND THE RA-SERU

### MAGIC SPELLS

Name	Type	Effect	MP Used	Seru Name
Sonicsizer	Wind	Attack Enemy	32	Swordie
Hell Dive	Wind	Attack Enemy	85	Barra
Violent Wind	Wind	Attack Enemy	48	Nova
Deadly Rain	Water	Attack All Enemies	110	Slippery
Freezing Point	Water	Attack All Enemies	40	Freed
Bubble Crush	Water	Poison All Enemies	28	Gizam
Crazy Driver	Earth	Attack Enemies	60	Mushura
Canine Fangs	Earth	Attack Enemy	72	Kemaro
Odd Dimension	Earth	Attack All Enemies	90	Iota
Final Blaster	Light	Kill or Attack Enemy	90	Aluru
Mystic Care	Light	Recover HP. Ally	6	Vera
Holy Orb	Light	Recover HP. All Allies	18	Orb
Holy Eyes	Light	Recover HP. All Allies	45	Spoon
Plasma Storm	Thunder	Attack All Enemies	64	Viguro
Turning Laser	Thunder	Attack Enemy + Range	24	Theeder
Burning Attack	Fire	Attack Enemy	10	Gimard
Spinning Flare	Fire	Attack All Enemies	40	Gola Gola
Vertical Hammer	Fire	Attack Enemy + Range	36	Zenoir
Hell's Music	Dark	Kill or Confuse Enemy	13	Nightto
Dream Illusion	Dark	Attack All Enemies	120	Puera

In the course of the game, the main characters will join forces with Ra-Seru they find in the Genesis Trees. The Ra-Seru attach themselves to the characters and give them the ability to cast magic. Magic comes in the form of the summoned Seru the character has defeated. Certain Seru enemies have elemental symbols in their names. I've identified these enemies throughout this guide by bracketing the element in the creatures name, such as <Light> Vera. When defeated with normal attacks, the character's Ra-Seru will absorb the power of these enemies and gain the ability to summon them in battle. Often a Seru of the same type will have to be defeated several times before the Ra-Seru can learn the magic ability. The summoned creatures will gain levels as they are used in battle and do more damage, or restore more HP, and can also gain abilities such as decreasing an enemy's attack power. Whenever you face an elemental Seru, be sure to have one of your Ra-Seru-equipped characters defeat it with a hand-to-hand attack. The powerful attack spells are indispensable against some of the later bosses, and if you miss the opportunity to acquire them you'll regret it. Here is a list of the Seru spells you'll find. The Seru name indicates the creature you must fight to acquire the spell.







## WALKTHROUGH

Use this guide if you get stuck and can't figure out what your next move should be. The dungeons in *Legend of Legaia* are fairly straightforward. There is always one route through them with several side branches leading to chests or other items. Explore thoroughly to find all the rare treasure the game

offers. I've tried very hard not to give away too many of the plot events and storyline surprises that occur through the game, as these are much more satisfying to discover on your own.

### VILLAGE OF RIM ELM

Talk to everyone and learn how the Tactical Arts battle system works from Tetsu at the beach to the south of town. Resting at Vahn's home will trigger the events that start the adventure. Don't miss the Healing Leaf in the cupboard. This is a good time to point out that you should never hesitate to pilfer from the innocent throughout the game. Sure, it's unethical, but there are loads and loads of goodies in cupboards and drawers, so check them all. After the Seru attack, go to the Genesis Tree and then to Mei's house. Before heading into the Mist, be sure to visit the shop and buy a Survival Knife, Warrior's Seal and Healing Leaf.



### DRAKE KINGDOM

**Monsters**—Evil Fly, Green Slime, Gobu Gobu, Lippian, Gel Frog, Ostrich, Gomboo, Twin Tomb, Hornet

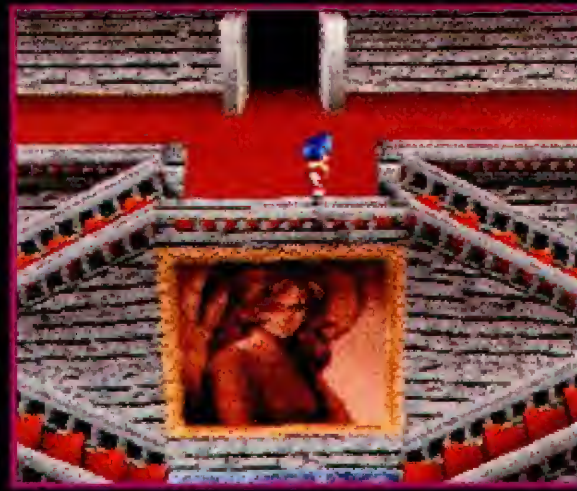
Head west to the Travelers' Spring.



### DRAKE CASTLE

**Monsters**—Skeleton, <Fire> Gimard, Drake Ghost

Ah, the first dungeon in an RPG is always a cakewalk. You need only find three keys to pass the castle's challenge, and they are easy to locate. The monsters here, however, are quite tough and you might need to retreat to the Rim Elm for supplies a few times before making it through the Castle.



### SNOWDRIFT CAVE

After clearing Drake Castle with Vahn, the game forces you into the role of Noa, who must make her way through the caverns to reach the top of Mt. Rikuroa. Simply follow the wolf, Terra, and complete the battle training. During the escape from the cave, Terra will join Noa's party and fight alongside her. Terra is invincible and will cast healing spells on Noa if her HP become low.

### MT. RIKUROA

**Monsters**—Moldy Worm, Pump Bat, <Light> Vera



Be sure to save at the memory Statue before heading to the summit. You'll face Golem, a fairly tough enemy, before you can leave the caverns. Use Spirit to raise the Attack Bar and hit him with powerful Arts moves like the Rushing Gale. After reaching the summit, control changes back to Vahn, who must traverse the mountain to join Noa at the top. Explore the area completely to find the Vahn Fist, a powerful weapon. Save at the summit before joining Noa.

### BOSS: CARUBAN

**Monsters**—Moldy

Worm, Pump Bat, <Light> Vera

Caruban will do high damage with his combo attack and can hit both Vahn and Noa with his Fire Breath. Vahn should have learned the <Fire> Gimard spell in Drake Castle, and should hit Caruban with it as many times as possible, then switch to his Hyper Arts move to finish the beast off. Noa should use healing items when necessary.



### CHANGES PART 1

All of those formerly inaccessible chests in Drake Castle can now be pillaged. Talk to King Drake to get the Water Key. A bustling Bazaar with shops now sits at the entrance to the Castle. Lezam at Travelers' Spring is now a shopkeeper and is selling some powerful accessories.



### THE WATER GATE

The Water Key drains the water from the river and opens up the eastward path to Biron Monastery. You'll find the Wind Book I here, containing Noa's first Hyper Arts move.







## BIRON MONASTERY

Search the statue of Biron to get a Power Elixir. After accepting the mission to revive the Genesis Trees in East and West Voz Forests, Gala will join your party. Even though it seems you have a choice in which forest to visit first, you don't. If you choose East Voz Forest, events will occur which force you to head to West Voz first.



## WEST VOZ FOREST

**Monsters**—<Light> Vera, <Dark> Nighto, Lippian, Gel Frog

**Items**—Magic Amulet, Noa Feral, Fertilizer, Ra-Seru Egg

You must locate the fertilizer and use it on the Bridge Grass to pass through this area. After locating the Genesis Tree, return to Biron Monastery, which has been overrun by the Mist.



## BIRON MONASTERY

**Monsters**—<Fire> Gimard lv2, <Thunder> Theeder

Equip the Ra-Seru Egg as an accessory. It halves the damage done by Thunder-based attacks, which makes it invaluable against the enemies here. You must visit Maya's room before you can head to East Voz Forest.



## EAST VOZ FOREST

**Monsters**—Twin Tomb, Mushrin, <Water> Gizam

**Items**—Weed Hammer, Cure Amulet (Immunity to poison), Survival Club, Azure Jewel (+20% Lower Body Defense)

Follow the path northeast to find the Weed Hammer, which will allow you to pass the Crystal Grass in the area.



## BOSS: <THUNDER> VIGURO X2

**Monsters**—Moldy Worm, Pump Bat, <Light> Vera

These monsters do high damage with their Thunder Break attack. Use the healing spell you learned from the <Light> Veras in West Voz and attack with Hyper Arts and combo attacks. Do not defeat them with magic or let Gala land the killing blows, as only Vahn and Noa are Ra-Seru equipped and can learn a powerful attack spell if they defeat the Viguros with Arts moves.



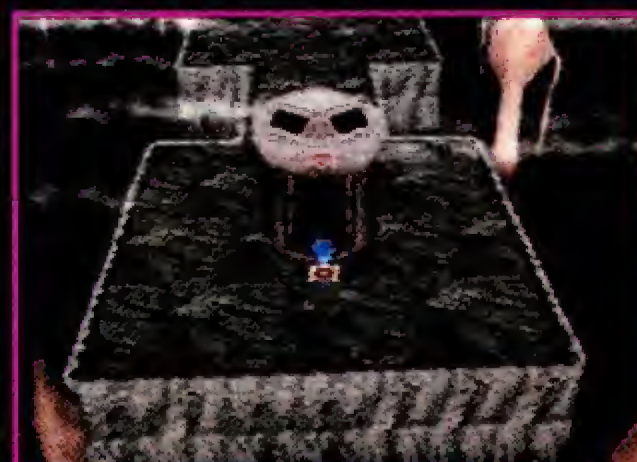
## CHANGES PART II



Back in Biron Monastery, Maya will give you 10 Healing Leaves! The shopkeeper has also updated his wares. Now that Gala has a Ra-Seru, it's not

a bad idea to return to West Voz Forest and let him beat up some Veras until he learns their spell.

## THE MIST GENERATOR (ZETO'S DUNGEON)



**Monsters**—<Thunder> Theeder lv2, <Fire> Gimard lv2, <Fire> Zenoir, <Light> Vera lv2, <Dark> Nighto, <Water> Gizam

**Items**—Thunder Book I, Short Sword, Burning Jewel (halves damage from fire attacks), Tempest Jewel (halves damage from wind attacks)

Let Gala land enough killing blows to learn whatever spells the other two characters already have here, as all enemies are elemental. Use Vahn's Tornado Flame Hyper Arts against the Theeders; it usually takes them out in one attack. The Short Sword is in the chest behind the elevator shaft on the lower floor.





## BOSS: SONGI

This is the first time the party must face off with Songi, Gala's arch-rival from Biron Monastery. Gala must fight him alone. Be sure Gala has learned the Zenoir spell before facing Songi. A few blasts from that spell and some Arts attacks are all it takes to level him...for now. The Mettle Ring (AP accrual increased by 10%) is your prize. Be sure to save at the Memory Statue before facing the real boss, Zeto.



## CHANGES PART III

The cave north of Biron Monastery is now lit and monster-free, and the previously sealed doors accessible. If you return to Rim Elm and visit Mei, an event will play out which reveals a clue to Noa's past and a new mission for the party.

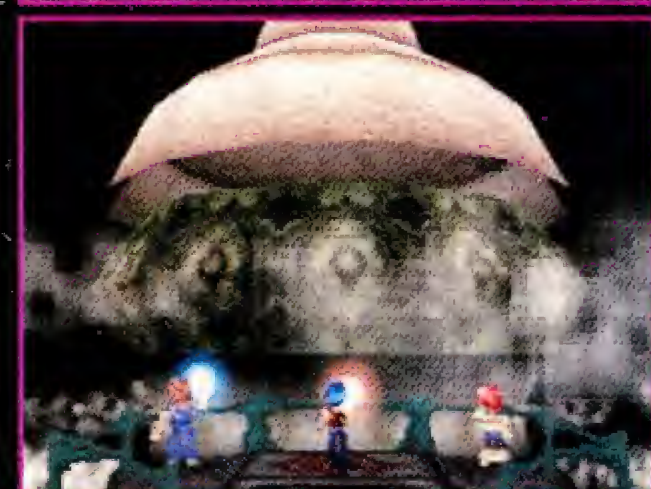
## ANCIENT WIND CAVE



The northwest door leads to the Old Wizard's shop. He is selling weapons, but his prices are quite high. The lever in the back of his room opens the door in the northeast section of the cave. This door leads to the Old Witch's Inn, where you are forced to spend the night. The party will share a dream in which a voice tells them to head for the city of Octam. Head north through the caves to enter a new area, the Sebucus Islands.

## BOSS: ZETO

Hit him repeatedly with attack spells, using Healing Flowers to keep the trio alive and healthy. Zeto's Call Wave signifies that a powerful attack called Big Wave is coming in the next round. Be sure to have everyone use Spirit to raise defense against his Big Wave attack. Have one character act as a healer while the other two pound away at him.



## SEBUCUS ISLANDS

**Monsters**—Ogre 2, Death Wings, Hell's Trigger, Kabuki Rat, Killer Bison, Oak Slime, Lip Kid, Poisonous Worm, Wolf, Mad Ogre

Follow the path to the northwest and enter the town of Jeremi.

## CITY OF JEREMI & SKY GARDEN TOWER

**Monsters**—Kabuki Rat, Ogre 2, Spikefish, <Dark> Nighto lv2, <Wind> Swordie, Guardian

The Mist has turned all of the citizens of Jeremi into monsters and the town is overrun. You must head to the top of the Sky Tower to revive the Genesis Tree there and drive out the Mist. Follow the elevators up to the top.



## BOSS: BERSERKER

There are two ways to beat Berserker: the easy way and the really, really hard way. The easy way is to build up enough money in battles to buy three Earth Jewels from the Old Witch. This will make Berserker's Stone Circle attack—which hits all three characters for high damage—much less threatening. The hard way is to fight him without the Earth Jewels. His attacks can do over 600 points of damage and his Spore Attack will cancel the ability of the affected character to perform some Arts moves. Hit him with all of the high power attack spells you have while keeping the party's health full.



## JEREMI (AFTER THE MIST)

Talk to the mayor and search the cabinet behind the counter of the tavern to find a Guardian Ring (Upper & Lower Body Defense +20%). Talk to Zalan in the house in the southwestern area of town and he'll give you a letter to deliver to his son in the town of Vidna. Take the time to build up your money in battles and buy all of the gear available in the weapons shop before heading for Vidna. Vidna is north of Jeremi. You'll have to take a convoluted path to get there.



## VIDNA

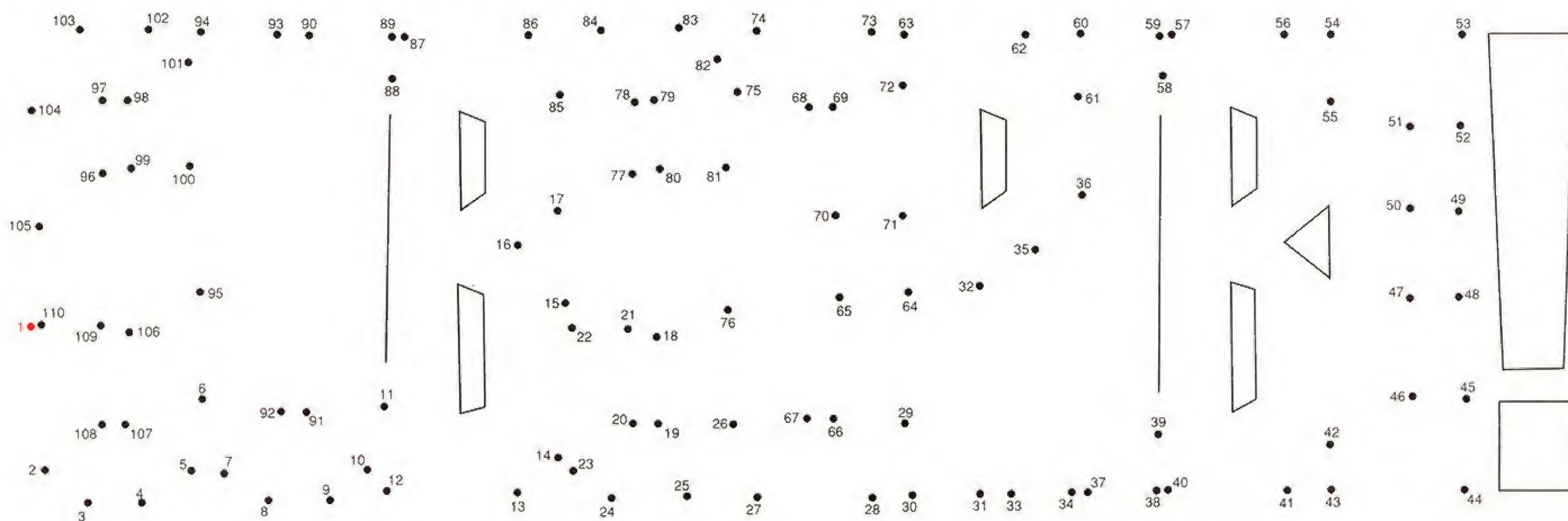
If you talk to the locals, they'll be happy to give you directions to Octam. Visit Danpas in the house at the western edge of town. He's building an underground shelter in case the windmills ever stop working and the Mist invades Vidna. The cupboard in the item shop has 10 Healing Leaves. Zalan's son Pepe lives in a house in the northwest part of town. Show him Zalan's Letter and he'll give you Yuma's Ring (+10% MP). Take this item back to Zalan in Jeremi and you'll get Zalan's Crown (AP accrual increases by 10%) and his undying gratitude. In fact, Zalan is so happy that you'll be able to bring him unusual objects you'll find throughout the quest and have him work them into valuable accessories for no charge at all. Follow the directions the townspeople gave you to reach Octam.





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## OCTAM

**Monsters**—Curry Devil, Killer Bee, <Light> Orb, Mad Mantis

Octam is besieged by the Mist. Explore the town completely to find all of the chests. Have every character learn the Orb spell by defeating the <Light> Orb monsters. This healing spell is more powerful than Vera and affects all characters. The Tower of Rem, the main building in town, is your next destination.



## THE TOWER OF REM

Check the four stone faces in the basement for important clues about the Gate of Shadows, which is your next stop. Read the four books and a secret passage will open. A mysterious woman named Cara appears and tells you that the Star Pearl, an item needed to open the Gate of Shadows, is in the possession of your good buddy Zalan back in the town of Jeremi.



## CHANGES PART IV

Head back to Jeremi and see Zalan...again. He'll give you the Star Pearl free and clear. Spend the night at an Inn for another of Noa's funky dream sequences. Then head east past Octam to the Gate of Shadows.

## GATE OF SHADOWS

**Monsters**—<Water> Gizam lv2, Mush Mush, <Wind> Nova, Mad Bird, Warman

**Items**—Life Ring (+10% HP), Wonder Elixir (all stats increase for one battle)

Remember what the four faces in the basement of the Temple of Rem told you? Read the inscriptions on the four faces here and enter the correct element to proceed: North Gate—Earth, West Gate—Fire, East Gate—Wind, South Gate—Water. The Gate opens and you'll need to use the Star Pearl to enter. Eventually the trio reaches a huge underground cavern and discovers the relocated citizens of Octam.



## OCTAM (UNDERGROUND)

Talk to the mayor on the third floor of the big building in the center of town. Hari will awaken and you'll need to go to his house and talk to all three Haris. You'll also find a Life Water (Max HP +16) in the cabinet there. After talking to Hari you'll be able to enter the Fire Path via the cave to the north of town.



## THE FIRE PATH

**Monsters**—Gel Frog, Stone Lizard, Mush Mush, Warman, <Wind> Nova, <Fire> Gola Gola, <Water> Freed

**Items**—Wisdom Water, (Intelligence +14), Gala Mace

A straightforward path leading to the cause of the earthquakes in Underground Octam: a mean monster named Xain who will attack you after you pester him several times.



## BOSS: XAIN



Xain's combos can do over 1,000 points of damage and he'll hit everyone with his Terio Punch attack in the round after he charges up his strength. Be sure to have everyone use Spirit in the Terio Punch rounds to lessen the damage incurred, and equip as many characters with Burning Jewels as possible. After defeating Xain, stick around long enough to acquire the spell from the new <Water> Freed enemy and raid the chests on the now-frozen lava bed.

## CHANGES PART V

The Mayor of Octam asks you to bring him some Hot Spring Pills from Vidna. You'll be able to use the express elevator up to surface Octam now. The grueling battles on the Fire Path should have left you with quite a war chest of gold. Be sure to spend it on the best equipment possible before heading back to Vidna.

## RATAYU

**Monsters**—<Thunder> Viguro lv2, Skull Knight, Demon Fly, Evil Shadow

Head north through the monster-infested town to reach the Castle of Lord Saryu. Explore the castle fully to find lots of good items, then talk to Saryu in the throne room. He'll give you the key to the eastern gate which accesses Mt. Letona. He promises you the West Ratayu Key after you revive the Genesis Tree.



## VIDNA

**Monsters**—<Wind> Swordie lv2, <Light> Orb lv2, Devil Pump, Verial

The windmills have stopped working and the Mist has entered Vidna. Remember that crazy guy building the underground shelter on the west side of town? Well, guess who became the town hero when the Mist came? You did tell him his plan was genius when you talked to him, didn't you? Er... you didn't tell him he was crazy, did you? An old man in the shelter tells you where to find the Hot Spring Pills. Go get them and head back to underground Octam. The Mayor will give you the Slowness Chain (wearer gets the last attack in battle) and the location of the next Genesis Tree: Mt. Letona, next to the town of Ratayu, to the north of Vidna.

## MT. LETONA

**Monsters**—King Frog, <Earth> Mushura, Hell's Rat, Lip King

**Items**—Wisdom Ring (Intelligence + 20%), Magic Leaf, Power Ring (Attack + 20%), Guardian Water (Defense + 4)

At the summit, the party discovers a strange force field surrounding the Genesis Tree. Songi appears and challenges the heroes to battle.





**BOSS: SONGI**

Songi tends to do lots of damage to single characters, so be sure you're stocked up on Healing Flowers before fighting him. Both his Hyper Lightning and Hyper Crush target an individual for huge damage. Take turns hitting him with Hyper Arts while one character uses Healing Flowers to repair damage.

**RATAYU**

After reviving the Genesis Tree, return to Ratayu and talk to the Innkeeper's daughter. Noa will take her place as the Seru Bride and will be taken into the lower depths of the castle. Here a ghastly project is under way—the birth of a horrible and powerful monster called Juggernaut. Vahn and Gala set out for the castle to rescue her.

**BOSS: <EARTH> KEMARO X2**

These nasties block the entrance to the chamber below the castle and are easily dispatched with a couple of Super Arts attacks from Vahn. They also give you a powerful new spell: Canine Fangs. If you don't get it here, you'll get other opportunities later in the game. After entering the Juggernaut Lair, Saryu will change into a monster and attack.

**BOSS: VAN SARYU**

Van Saryu's Earthquake attack will hit all characters for moderate to high damage and his combos can do over 600 damage. Use the same strategies as earlier bosses and you'll beat him in no time. After being defeated, Saryu will regain his senses and shut down the Juggernaut machine. He'll give you the West Ratayu Key which opens the gate to the second Mist Generator, to the west of town.

**DOHATI'S CASTLE (MIST GENERATORS 2)**

**Monsters**—<Wind> Swordie lv2, <Light> Aluru, <Light> Orb lv2, <Fire> Gola Gola, <Wind> Nova lv2, <Earth> Mushura, <Water> Freed

**Items**—Power Elixir, Wonder Elixir, Healing Flower, Healing Bloom, Phoenix, Healing Fruit, Life Water, War Soul (Increases attack power of Arts), Fury Boost, Healing Berry, Magic Fruit, Power Water, Shield Elixir

If you missed out on the <Light> Orb Ra-Seru spells earlier, now's your chance to acquire it for all of your characters. You can also obtain a powerful new light spell from the <Light> Aluru creatures here: the Final Blaster, which attacks or kills an enemy outright. All of the side paths lead to treasure, so explore carefully and follow the escalators leading up. Dohati will appear to fight you when you reach the Mist Generator.

**BOSS: DOHATI**

**Monsters**—<Thunder> Viguro lv2, Skull Knight, Demon Fly, Evil Shadow

Dohati's Chaos Breath hits all characters for 800+ damage and causes venom and curse status. Cast Orb spells to undo this. His multi-hit attack can do over 1,000 points of damage. Have Noa hit him with her Miracle Arts attack if her level is high enough; otherwise, have her cast Orb while Vahn and Gala hit Dohati with Super Arts. After he's defeated, return to Octam and take the Sky Train to Karisto Kingdom.

**KARISTO KINGDOM**

**Monsters**—Queen Bee, Acid Slime, Grudo 2, Moldy Worm, Gold Bison, Heavy Grude, Killer Wolf, Boogie Pump, Nurga, Giant Rat, Death Trigger, High Mantis

Follow the path around to the north-west to reach Sol.

**SOL TOWER**

**Monsters**—Dead Bone, <Light> Spoons, Ghost Knight, Shade

**Items**—Life Water, Guardian Water, Magic Water, Healing Berry, Power Water, Wisdom Water, Swift Water, Phoenix, Wonder Elixir, Miracle Water (All stats +4) on the roof, northwest side.

The first several floors of the tower are engulfed in the Mist, while the upper levels are Mist-free and bustling. The party meets Gaza, an old warrior who "walks the path of carnage and bloodshed." Cool. The upper levels of Sol contain some unique locations like Muscle Paradise and Sol Fever disco, where the obligatory RPG sub-games await you en masse. You can play a rock-paper-scissors fighting game, compete in



arena combat or even let Noa show her stuff in a Parappa-like dance contest! Be sure to talk to everyone in the Jazz Club, where Noa learns that "Pimps are bad people!" Hang out and play the games as long as you like, then head for the roof. On the roof, Master Deez—a Biron Warrior-Monk—will give you the genesis Tree Seedling and ask you to plant it in the basement of the tower. Before you can leave, Gaza will appear and fight you.







## BOSS: GAZA

Gaza's attacks do heavy damage, but with several rounds of beatings from Super Arts, he'll fall quite handily. Songi appears and whisks the old man away to heal him. You need to give a Soru Bread to each of the wooden Sage Chests located in the lower levels (the same chests you took all that power-up water from). Get Soru Bread by purchasing it from the baker at 6,000G apiece or use your winnings from the Muscle Paradise to buy them for 100 Coins apiece. There are eight Sage Treasure Chests in the different rooms below. Beat the Beginner's course in Muscle Paradise to win 800 coins and get the bread quickly. Then head to the bottom and open the Sage's Gate. Do this by going into the last door near the bottom and checking the strange mechanical device there. With all of the Sage Chests sated, it will open the statue that previously blocked the way.



## WARRIOR'S SQUARE

**Monsters**—<Light> Aluru, <Earth> Kemaro, Warhalf, Medusa, Marge 2

**Items**—Wonder Amulet (Nullify all abnormal status), Golden Book (Increases gold obtained after battles by 25%)

Be sure to acquire the Kemaro spell for your characters who didn't get it from the mid-boss battle in Ratayu. In the Warrior's Gate Room, pull the first lever to lower the first set of stones around the Square. Then make your way around the room, pulling levers to proceed until you are at the opposite end; now you can pull the other lever to lower the second set of stones. Head to the bottom of the room and plant the Genesis Tree Seedling. Songi appears and brings out a newly Seru-possessed Gaza.



## BOSS: GAZA

This is the toughest battle you've faced yet. Gaza's combo attack can take over 1,000 of your HP, and his Neo Star Slash attack hits every character for huge damage. If you have Luminous Jewels equipped on your characters, that damage is lessened considerably. Have Vahn and Noa spirit up and hit him with Miracle Arts as often as possible; let Gala cast Orb and Spoon spells to heal the damage done by Gaza's attacks. The Kemaro spell does high damage to him as well. After being defeated, Gaza's Astral Sword weapon is awarded to Vahn, who should equip it. Vahn won't get a better weapon until the very end of the game. Visit the Inn on the second floor and talk to the Emperor of Sol, then head to the town of Buma to the northeast.



## BUMA

The three Genesis Trees here are frozen solid. The trio of adventurers can't make them grow. Head west to Dr. Usha's Research Center.



## USHA RESEARCH CENTER

You'll need to use the password the Emperor of Sol gave you to get into Dr. Usha's tower (In case you failed to write it down, it's X, X, A, O, S). Dr. Usha tells you of a Seru in the cavern north of Buma that is the source of the freezing wind blowing into the town. He'll make you a TimeSpace bomb to destroy the creature, but not until you bring him the Fire Droplet from Uru Mais to the west. Get the key to the ruins of Uru Mais from Mrs. Usha and head out after restocking at the shops in the tower.



## URU MAIS

After using the key to open the ruins, you'll have to enter each of the three doors. Each one leads to a dream sequence event for one of the characters, in which important events from the past are remembered. When all three heroes have dreamed, the words of Tieg will become clear and you'll be able to speak to him. Tieg will then give you the Fire Droplet. Although you have to give it up when you return to Dr. Usha, the Fire Droplet is a powerful accessory which grants its wearer 100% AP after every round. Back at the lab, Dr. Usha will give you four TimeSpace Bombs and tell you what you need to do with them to destroy the Seru.



## NIVORA RAVINE

**Monsters**—Lava Face, Amethyst, Lucifer, Rock Lizard, <Light> Alura lv2, Neo Grude, Warfish

**Items**—Warrior Icon (Counterattack at a fixed rate), Mettle Gem (Consume 50% less AP), Rainbow Jewel (Increase defense against all powers), Spirit Jewel (Consume 25% less MP), Fury Boost

Do not even enter Nivora Ravine unless you have the following items: Earth Jewel, Burning Jewel, Luminous Jewel, Mettle Gem, War Soul, at least one Fury Boost and five or more Healing Berries. The party will split up and each go a separate way through this very simple dungeon. You can switch back and forth between characters if you need to. If the path is blocked, switch characters and you'll come to a switch or item that will clear the path for the other characters. When all three fighters reach the main room and ready the bombs, they'll be attacked by the Delilas Family, three boss characters who pair up with your heroes for a series of one-on-one battles. Equip Gala with the Earth Jewel, War Soul and Spirit Jewel, Noa with the Luminous Jewel and Mettle Gem, and Vahn with the Burning Jewel.



## GALA'S BOSS: CHE DELILAS

Knowing how these bosses attack is the key to victory here. Each of them will use normal attacks for two rounds and then hit with a powerful attack. Use this knowledge to prepare your strategy. Che Delilas uses an attack called Megaton Press, which will kill Gala unless you use Spirit in the round when he hits you with it. After this attack you'll have one round to heal, one round to attack, and then need to use Spirit the following round when he'll hit you with Megaton Press again. Repeat this pattern until he is defeated. Use Kemaro spells to attack for high damage.







## NOA'S BOSS: LU DELILAS

Same deal here: She'll attack for two rounds, then hit with her Plasma Strike. Use Spirit on the rounds when she uses this attack and you'll be okay. After each Plasma Strike, cast an Orb spell, then attack with Noa's Miracle Arts, then use Spirit. Simply repeat this strategy (you might have to swap an additional Orb spell for an attack if your life falls too low once in a while) for an easy victory.



## VAHN'S BOSS: GI DELILAS

One more time. He attacks for two rounds with high-damage combos, then hits with his Blazing Slash attack. If you are using the Astral Sword you got from Gaza, Vahn's Power Slash Super Arts will do the most damage. This will be the longest of the three battles, but also the easiest if played right. After all three TimeSpace Bombs detonate, the Delilas Family and Koru somehow survive the explosion and merge with each other to attempt a last-ditch attack on the party. This is a limited time battle!



## BOSS: KORU

You only have four rounds to defeat Koru or he'll explode and kill everyone. Have Noa outfitted with the War Soul, Mettle Gem and Zalan's Crown. This will let her use two Miracle Arts attacks on a full AP bar in two consecutive turns. Use a Fury Boost on her to keep her Attack Bar at its longest. Use Kemaro and Alura spells and keep the pressure on. Koru doesn't do high damage, so healing isn't your top priority. This is a tight battle any way you plan it out. Hit him with Super Arts and Miracle Arts and hope for the best.



## BUMA

Now that the Genesis Trees are thawed, the heroes can revive them and drive the Mist from this part of Karisto for good. Cara will give you sheet music to take to the pianist in Sol's Jazz Bar. Have him play the music for Grantes and you'll get the Soren Flute. The flute can be played on the summit of Mt. Dhini to call the Soren, a tribe of human-seru who can fly. You'll need their help to reach the Floating Castle and put an end to this Mist once and for all.



## MT. DHINI

**Monsters**—Garnet, <Earth> Iota, Ironman, <Earth> Mushura lv2, Neo Bison

**Items**—Unholy Icon (Penetrate an enemy's defense), Phoenix, Wonder Amulet, Healing Berry, Good Luck Bell (Decreases encounter rate)

At the summit, Vahn plays the Soren Flute and Luctes and three Soren appear. They take the party to their camp.



## SOREN CAMP

Rest at the Inn for yet another freaky Noa dream, then talk to the elder and he'll grant you the Soren's help in reaching the Floating Castle. After stocking up on weapons, armor and whatever healing items you need, talk to Luctes in the square near the Memory Statue to head for the Castle.



## ZORA'S FLOATING CASTLE

**Monsters**—<Wind> Barra, Topaz, Thermo, Terror Face, <Earth> Mushura lv2

**Items**—Healing Berry, Magic Ring (Increase Max MP by 10%), Life Water, Evil God Icon (Steal Items from enemies and attack), Magic Water

On the lower level after the elevator, hop onto the blocks on the left side of the passage and enter the vent shaft. This takes you around to the power supply terminal and your first boss fight on the castle.



## BOSS: <DARK> PUERA

Here's an easy one. Puera's Death Game attack shows you four cards and their effects. One kills a party member, one kills Puera and the others have different effects. After he shows them to you, he'll shuffle them. Just watch where the "Puera Dies" card goes and choose it. If you choose incorrectly and lose a party member, don't worry. Puera is weak and killed easily with a good beating. Past the Memory Statue you'll face off against two more Puera mid-bosses.



## BOSS: <DARK> PUERA X2

Again, watch the card that says "Puera Dies" when they cast Death Game and it'll be a short, decisive victory. Push both levers up and the door to the throne room opens.



## BOSS: ZORA

Zora will attack for two rounds, then cast Dark Typhoon, hitting every character. Anticipate this attack by raising your characters' defense with Spirit to lessen the damage and hit her with Super Arts and Miracle Arts. Once again, the Kemaro spell comes in handy. She can also turn a character to stone, which can be remedied with Medicine. However, having a stone character isn't all bad as she'll still attack him/her, doing no damage and wasting the attack. Compared to Gaza and the Delilas Family, Zora is a pushover. Once back at the Soren Camp, Luctes will take you to Conkram, where the final Mist Generator is located.



## CONKRAM

**Monsters**—Lamia, <Water> Slippery, Mad Golem, <Earth> Kemaro lv 2, Nightmare

Something terrible has happened to the city of Conkram. I'm not going to ruin the surprise for you, but let me just say that it might be the most disgusting thing I've witnessed in an RPG. You'll have to find Queen Minea in the upper levels and then head downstairs to talk to the King, who will give you the Seru Flame. With this item, you can travel back in time to Conkram of the past to discover how it has come to the state it's in and try to stop it. The Seru Flame can be equipped as an accessory and increases AP accrual by 25%.







## CONKRAM OF THE PAST

**Monsters**—<Water> Slippery, <Earth> Kemaro

**Items**—Power Water, Guardian Water, Magic Fruit, Wisdom Water, Swift Water

Everyone you've killed in the future is here: Zeto, Dohati, the Delilas Family and Zora. Talk to them all, search all of the buildings for chests, then spend the night in the Inn. In the morning you'll witness the events leading Conkram to its dismal future. Head to Cort's lab in the basement. You'll witness the breach in reality that allowed the Mist to enter the human world; you must enter the Seru world to stop it.



## BOSS: ROGUE

As long as you have a character or two equipped with a Rainbow Jewel, Rogue is a pushover. Even without them, he's pretty easy. He can change the elemental-type damage his attacks do, but it costs him a round to do so, and gives you more time to pound away without fear. Cast Orb after he hits the party with an elemental attack, and just keep at him until he shatters like the oversized crystal thingie that he is.



## JETTE'S ABSOLUTE FORTRESS

**Monsters**—<Thunder> Gilium, <Wind> Barra lv2, <Light> Spoon lv2, <Earth> Kemaro lv2, <Water> Slippery lv2, <Earth> Iota lv2, <Dark> Puera lv2

**Items**Life Armband (Increase Max HP 25%), Rainbow Jewel, Golden Claw (weapon for Noa), Unholy Icon, Wonder Elixir, Great Axe (for Gala), Warrior Icon, Lost Grail (recover max HP after HP reaches 0)

When you reach the Lake of Mist, head right to find another Rainbow Jewel. High above the lake, the party gets its first look at Juggernaut, sleeping peacefully in the Mist. In the control room, Jette will appear and fight you.



The levers in the control room change the direction the lift platforms will take you. Set it to take you to the right side first to get the Great Axe, a weapon for Gala, then return to the control room and set it to the left to reach the Mist Generator and the boss of the fortress, Cort.



Well, you've defeated Cort and driven the Mist from Legaia for good. Time to return to Rim-Elm and reap the rewards of such heroism. Talk to Maya, Mei, Gala and Noa. Just when you think it's "happily ever after," Songi shows up with the still-very-much-alive Juggernaut. It has bonded with Cort and is capable of transforming the village into a giant living Seru monster which will start producing Mist and engulf the world once again. The party must go back to Uru-Mais and enter the world of the Seru, Seru-Kai!0

## SERU-KAI NOARU VALLEY

**Monsters**—<Thunder> Gilium lv2, <Wind> Barra lv2, <Water> Slippery lv2

**Items**—Triumph Armor

This is an easy area; just follow the path and open all the chests. When you reach the Great Genesis Tree, Songi will face you for the last time.



some massively damaging combos and a little move called Genocidal Cannon that nails everyone for big hurt. Follow the same patterns you've used before and you'll be fine. You might want to have Vahn equipped with the Lost Grail as a fail-safe against having the entire party killed in one attack, though. With Songi good and dead, the party can finally return to Rim Elm and use the power of the Great Genesis Tree to force Juggernaut's mouth open and enter his body. Yep, it's getting pretty gross.

## ROQUES TOWER

**Monsters**—<Light> Spoon lv2, <Water> Slippery, <Wind> Barra lv2

**Items**Magic Armband (Increases Max MP by 25%), Phoenix, Guardian Chain, Fury Boost

There are teleporters all over the place in this maze—and if there's one thing I hate more than anything else in any game, it's teleporters. You lose all sense of direction, and how one room relates to another...argh. Luckily, this maze isn't too challenging, and usually just following each teleporter will get you to where you need to go. You'll fight some bosses you've already beaten down, namely Caruban and Berserker, but they aren't any challenge for you at this point in the game. If you have trouble progressing, try waiting for the pulsating walls and floor to return to normal and you'll find that the teleporters lead forward. If you enter a teleporter while the maze is organic, it might lead backward.

Ozma: The Seru-kai is a world beyond human comprehension.



## CHANGES PART VI

Back in Mist-Free Conkram, the King will give you the Nemesis Gem, which you need to get to the final Mist Generator in the future. Before you leave, be sure to visit the Queen on the roof to get Minea's Ring (Max HP +25%). Back in the future, the party should head north to Absolute Fortress.

## BOSS: JETTE

Jette's combos do moderate to high damage and he can clone himself to get double attacks in, but he's really not very hard compared to some of the battles you've been in. Hit him with Super Arts and heal when necessary.



## BOSS: CORT

Right off the bat, Cort will put a defensive shield around himself. Normal attacks won't get through it, but magic and Arts moves will. His Guilty Cross attack hits a single character for high damage while Mystic Circle hits the whole party. After a good hard beating, his shield will explode and then the real fight starts. Cort begins casting Evil Seru Magic, a spell that summons Juggernaut to attack the party and does tremendous damage. Try to anticipate this attack and use Spirit to raise defense. Gala's Miracle Arts is most effective here.



## BOSS: SONGI

Why is it that the "Ultimate Lifeform" in video games and anime always has to be some kind of grotesque, disfigured mutant monster? Usually with internal organs on the outside. What kind of ultimate life form is that? I know I wouldn't last very long with my ribcage exposed. Ultimate Songi here can barely walk upright, but he can hit your party with





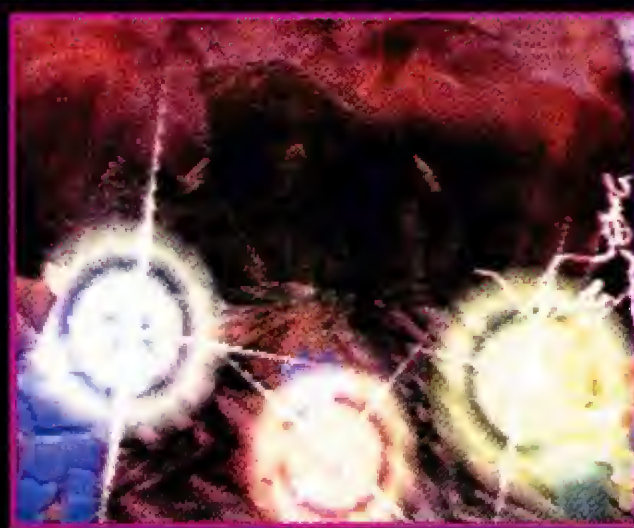


## BIO CASTLE JUGGERNAUT

**Monsters**—<Dark> Nighth Iv3, <Water> Gizam Iv3, <Wind> Nova Iv3, <Wind> Swordie Iv3, <Light> Orb Iv3, <Water> Freed Iv3, <Fire> Gola Gola Iv3, <Earth> Mushura Iv3, <Thunder> Viguro Iv3, <Light> Alura Iv3, <Thunder> Barra Iv3, <Light> Spoon Iv3, <Earth> Kemaro Iv3, <Earth> Iota Iv3, <Thunder> Gilium Iv3, <Dark> Puera Iv3

**Items**—Ra-Seru Armor, Ra-Seru Robe, Ra-Seru Plate, Crimson Book (gain more experience points after battle), Ra-Seru Boots, Lost Grail, Ra-Seru Shoes, Ra-Seru Thongs, Magic Armband, Ra-Seru Blade, Ra-Seru Fangs, Ra-Seru Seal, Ra-Seru Plume, Ra-Seru Helmet, Ra-Seru Club

Follow the path and get all of the chests containing the Ra-Seru weapons and Armor for the party. Whenever you see a little branch jutting over a river of...er, whatever that fluid is, jump on in and go with the flow. It'll lead you to chests and then back around to where you started. The monsters here are the toughest yet. They always attack in threes, as well. I developed a strategy that worked very well. Have Noa hit the third enemy with Tough Love, confusing it and taking it out of the fight. The have Vahn and Gala kill the first beastie while Noa hits number two with Tough Love. This significantly reduces the number of attacks the enemy will take while making it easy to clean them up one at a time. However, the level 3 <Dark> Puera are worth looking out for. Their Death Game attack now has three cards that kill one of your party members and one that kills them. Pay close attention or you risk losing your entire party very quickly. When you reach the final door it will close up. You need to press the two spherical things on the floor to get it to open, and you need to do it quickly.



### BOSS: CORT

Songi put up more of a fight than this final incarnation of Cort does. Let him have it with everything you've got and it will be over in no time.



## SECRETS AND HIDDEN EVENTS

### The Final Ra-Seru Spells

There is a special Ra-Seru magic that each character can learn near the end of the game if you fulfill the following requirements:

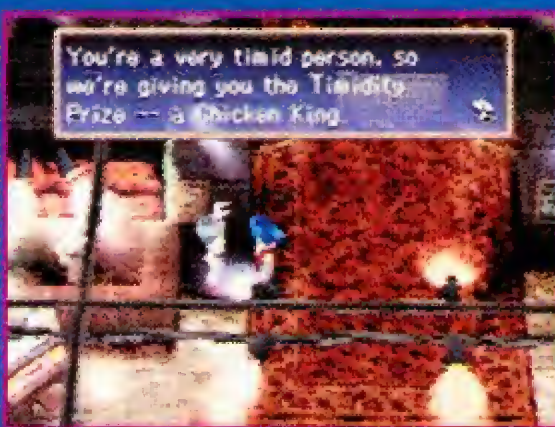
- Vahn—With Meta at level 8, all Hyper Arts and normal Arts moves obtained, go to the Genesis Tree in Sol. Vahn can now summon Fire Ra-Seru Meta.
- Noa—With Terra at level 7, all Hyper Arts and normal Arts moves obtained, go to the Genesis Tree on Mt. Rikuroa. Noa can now summon Wind Ra-Seru Terra.
- Gala—With Ozma at level 6, all Hyper Arts and normal Arts obtained, go to the Genesis Tree in East Voz Forest. Gala can now summon Thunder Ra-Seru Ozma.



### Be the Chicken King!

[Use pics S16 & S17]

Go to the Muscle Paradise and enter each level of the Coliseum fights—Beginner, Expert and Master. Run from the first fight of each one and your reward is an accessory called Chicken King, which allows you to successfully run away from regular battles (not bosses, though). Use it with the Chicken Heart and the Chicken Safe to perfect the art of timidity!



### The Devil Medallion

After the Soren event at the summit of Mt. Dhini, return to the summit again to fight a hidden boss, Lapis. This accessory allows the character wearing it to attack with anywhere from 0-15 Fighting Arts per round, but renders that character uncontrollable. However, the developers of the game took a cue from another well-known RPG's hideously overpowered bosses when they thought Lapis up. He hits you right off the bat with an attack that drains your characters of MP, and keeps them drained. Then he hits you with attacks that do more damage than the final boss! Without the benefit of healing spells, this is a seriously nasty fight.



### War God Icon

After completing the Absolute Fortress, clear the Master Course of the Muscle Dome in Sol to receive this accessory, which allows the wearer to attack twice on one turn.



### All 3 Life Armbands

Giving each character this accessory, which raises Max HP by 25%, is a goal worth striving for. Luckily, it's not that hard. One is hidden in a chest in Absolute Fortress, another can be had simply by winning it in Sol's Muscle Paradise. The third requires you to talk to Mei inside of Juggernaut at the end of the game, with Mei's Pendant equipped. As long as you took Mei to Vahn's house at the very beginning of the game when the Mist invaded Rim Elm, this shouldn't be a problem.

### Dark Ra-Seru Jedo

After defeating Songi at Noaru Valley, return to the Genesis Tree in West Voz Forest to find a chest with the Dark Stone (Increases defense against Dark powers) inside. Take it to Zakan in the town of Jeremi and he'll work it into the Dark Talisman, an accessory which defends against Dark powers and gives the wearer the ability to summon the Ra-Seru Jedo.



### Light Ra-Seru Horn

Take the Light Egg given you by Cara to Zalan in Jeremi and he'll fashion the Light Talisman for you. This accessory guards against Light powers and grants the wearer the ability to summon the Ra-Seru Horn, who will resurrect fallen characters and heal everyone to the fullest extent.



### Earth Ra-Seru Palma

Win the Earth Egg in Sol and take it to Zalan. He'll work it into the Earth Talisman, an accessory that defends against Earth power and allows the wearer to summon the Ra-Seru Palma

### Water Ra-Seru Mule

In Chapter Three, win the Water Egg by playing the fishing game at the pond east of Buma. Take it to Zalan and he'll create the Water Talisman that defends against Water powers and allows the wearer to summon the Ra-Seru Mule. Note: To play the fishing game you need to exchange your coins in Sol's Muscle Paradise for a Rod.







# SILENT HILL

by Anatole

**W**ith games like *Resident Evil*, *Clock Tower*, *Over Blood* and *Parasite Eve*, the PlayStation will surely be remembered as the horror machine. This time, Konami takes a crack at giving a spook with *Silent Hill*. There have been numerous comparisons between *Silent Hill* and *Resident Evil*, and rightly so. The controls are almost identical and the gameplay couldn't be more similar: solving puzzles, finding keys, opening doors, and running away from evil while conserving your ammo. The world of *Silent Hill*, however, is a lot more disturbing and the imagery is not for everyone's stomach. Bloody corpses in an elementary school aren't exactly what you would call creations of a healthy mind. Surprisingly, however, the lead director of the game, Kei-ichiro Toyama, says he never watched any horror movies and had absolutely no interest in them until he started working on the game! Eventually, though, Toyama said he narrowed down the game's primary influence to none other than hor-

ror master Steven King (with a little bit of *Jacob's Ladder* thrown in). If anyone has read Steven King's short story "The Mist," then you can clearly see where that whole "foggy town" idea comes from. Now let's go find Cheryl, shall we?

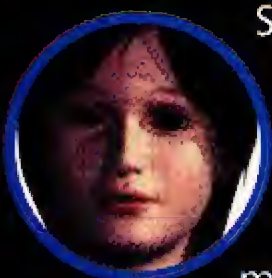
## The cast

### Harold "Harry" Mason



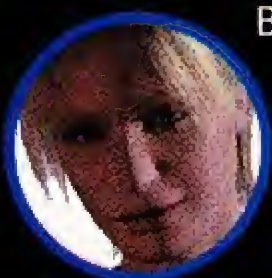
The protagonist of our story. Your average guy in his middle 30's, an unlikely hero. Caught in an accident while driving to Silent Hill during a rare vacation with his daughter.

### Cheryl Mason



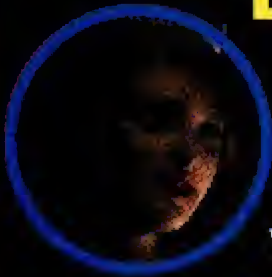
Seven year-old only daughter of Harry Mason. Motherless and raised by her father. Harry's "precious jewel". She ends up missing after the accident.

### Cybil Bennet



Brama District cop who rescues Harry from the crash. Shows up to town to see why the Silent Hill precinct lost all contact.

### Lisa Garland



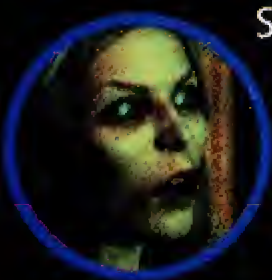
Mysterious nurse who works at Alchemilla Hospital. Who is she and what's she doing here?

### Dr. Michael Kaufmann



A shady man who also works at the hospital. He is suspiciously calm about the whole bizarre occurrences in Silent Hill. Is he connected somehow?

### Dahlia Gillespie



Strange gypsy sorceress who seems to have a clue as to what's going on in Silent Hill. But is she evil or is she benign?

### Alessa Gillespie

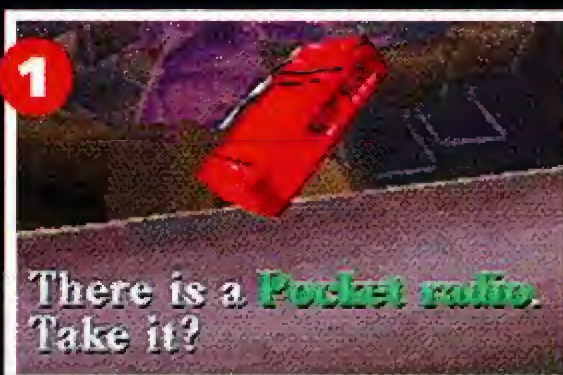


A ghost? And what kind of connection does she have with Cheryl? Is she the cause of all the weirdness in this town?

## Playing tips

- Use the Dual Shock controller or any other peripheral that rumbles. The rumbling will let you know if Harry needs health without having to access the inventory.
- Always check your map to see your location. The game is always foggy and when it's not, it's pitch black!
- Have the run button pressed down at all times. Use your *Madden/Gameday* skills to juke out those creatures by making sharp cuts.
- Whenever Harry gets hit by an enemy, he will lower his weapon. Keep your finger on the **R2** button so you can quickly raise the weapon again.
- Use the **X** button to kick the creatures when they're down. You must lower your weapon before you kick them. Some creatures won't die just by shooting them; you have to squish 'em!
- Turn off the flashlight if you don't want to be detected. In dark kills will also boost up your rating. Once you fire a round, though, you might as well say, "I'm here guys!"
- Press **L1 + R1** to make Harry do a quick turn. It helps when being attacked from behind.

## Old silent hill



### Cafe

**Items:** 2 health drinks, flashlight, Map of Silent Hill, kitchen knife, pocket radio, save pad

After speaking to Cybil, make sure you immediately equip the gun: you never know what's next! As you attempt to leave, a flying beast will come crashing in. Good thing you equipped the gun! Grab the Pocket Radio and exit.



### Cheryl's Alley

**Items:** "To School" Note

Use the map to find the alley you were down before. Watch for the dogs before and after the gate! At the end is a note from Cheryl.



### Convenience Store (Bachman & Finney)

**Items:** 1st aid kit, 3 health drinks, Channeling Stone, save pad

Drop by the store and stock up! An odd Channeling Stone is on the counter.





There is a **Health drink**.  
Take it?

## Harry's Car (North Bachman)

**Items:** health drink  
Check Harry's Jeep for health.



Doghouse  
Levin St.

## West Matheson St.

**Items:** "Doghouse Levin St." Note  
At the far west end of Matheson St. is another note from Cheryl. At this point it should be obvious to you that the streets won't take you to the school. Perhaps the house?



## Levin St. House

**Items:** House key (in doghouse), 2 boxes of bullets, 1 health drink, map for keys, save note  
Find the house on Levin St. with the doghouse. Look in the doghouse for the key and enter the house. Grab the items and check the map by the locked back door to locate the three keys to unlock it.



There is a **First aid kit**.  
Take it?

## Alley on Matheson

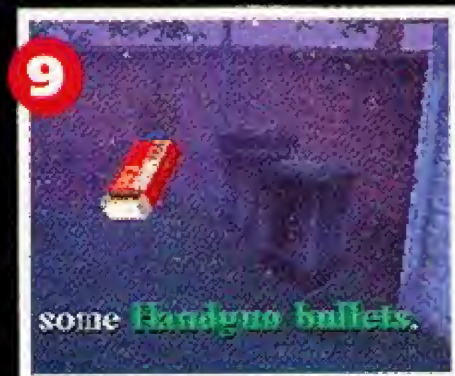
**Items:** 1st aid kit  
There's a short alley on Matheson heading south where you'll find health. There's a pack of dogs here so it may not be worth it!



There is a **Key of "Lion"**.  
Take it?

## East Finney St.

**Items:** Key Of "Lion", box of bullets  
At the far end of Finney St. is a cop car with a key inside the trunk. The flying beasts are wild here so be quick!



some **Handgun bullets**.

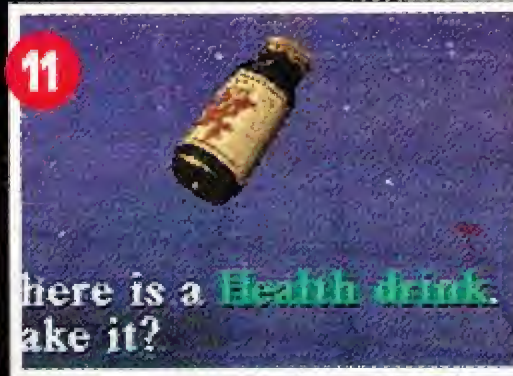
## 2nd Alley on Matheson

**Items:** 2 boxes of bullets  
There's another alley on Matheson closer to Ellroy St. with some items.



## South Ellroy St.

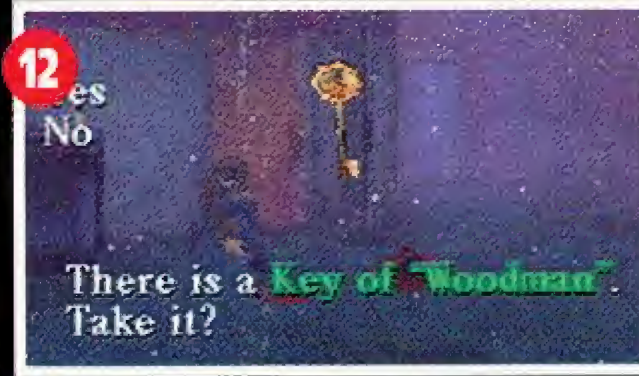
**Items:** Key of "Scarecrow", health drink  
At the far south end of Ellroy is a plank that goes across to a mailbox with the second key.



There is a **Health drink**.  
Take it?

## Queen Burger

**Items:** health drink  
Mmmm, Queen Burger!



There is a **Key of "Woodman"**.  
Take it?

## Bloody Court

**Items:** Key of "Woodman", health drink  
Look for the "Off Limits" gate on the alley between Finney and Matheson. Inside is a bloody basketball court with a nasty dog and the third key.



There is a **Health drink**.

## South Levin

**Items:** health drink  
Grab some health on the steps of a house at the South end of Levin St.



There is a **Health drink**.  
Take it?

## Levin St. House Yard

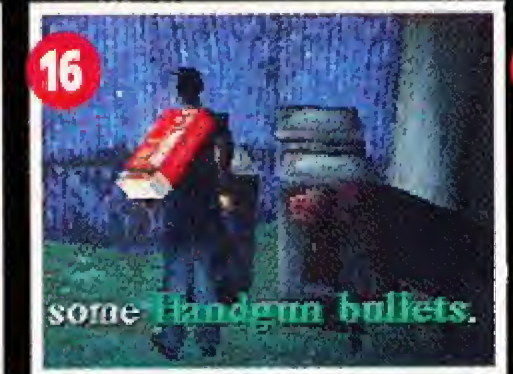
**Items:** 2 health drinks  
Use the three keys in the Levin St. House and come out to the backyard. Darkness falls. Mommy!



There is a **Steel pipe**.  
Take it?

## North Midwich

**Items:** Steel Pipe, box of bullets, health drink  
Go up north to the collapsed freeway on Midwich. There's a steel pipe and some items to the left corner. Beat the dogs down with the pipe for some practice!



some **Handgun bullets**.

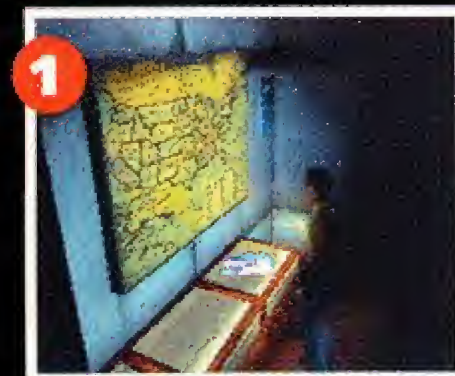
## Alley North of Bloch

**Items:** box of bullets  
More stuff for killing by the neighborhood trash.



**School Bus (South Midwich)**  
**Items:** 2 health drinks, save pad  
No, there isn't a jean-clad zombie lady crawling on the floor; that's another game! There's some health, though. Time to enter the school!

midwich elementary



## Lobby

**Items:** School Map  
Grab map in the lobby before proceeding. You can't go back outside.



There is a **Health drink**.  
Take it?

## Infirmary

**Items:** health drink, 1st aid kit, save pad  
Go ahead and save in the infirmary and grab some health.



There are some **Handgun bullets**.  
Take it?

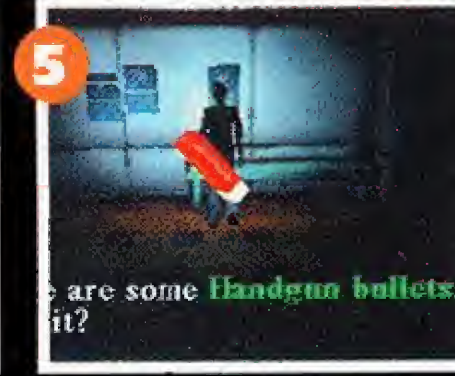
## Reception

**Items:** boxes of bullets  
The reception area has three bloody books. Each one has a poem with different times: 10:00, 12:00, 5:00. Check the back room for an eerie painting and ammo.



## Clock Tower

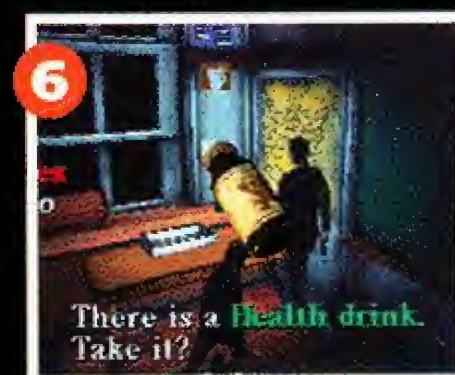
Kill the two evil babies in the courtyard; you'll be frequenting this area. Stomp on them to finish them off. The clock reads 10:00. Go through the doors across the yard.



There are some **Handgun bullets**.  
Take it?

## North Room

**Items:** box of bullets  
Grab the bullets in the northern room. The shadowy babies are harmless, for now at least. After that, head to the stairs and go up to the second floor.



There is a **Health drink**.  
Take it?

## NW Classroom (2nd Floor)

**Items:** health drink



## Girl's Room

**Items:** box of bullets  
Kill the two evil babies and grab the item. If you enter the boy's room you'll hear someone weeping!



## Locker Room

The music room is useless right now so let's see the locker room. Open the shaking locker and a cat will jump out! Cheap scare, or premonition?



There are some **Handgun bullets**.  
Take it?

## SE Classroom

**Items:** box of bullets

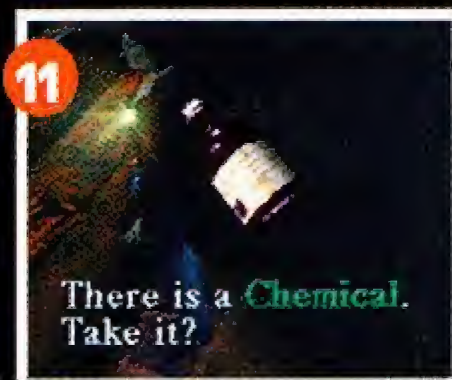


## Library

**Items:** 1st aid kit



## Silent Hill



### Lab Equipment Room

**Items:** Chemical  
Grab the chemical in the Lab Equipment Room.



### Chem Lab

**Items:** Gold Medallion  
Then enter the next room and use it on the hand to get the medallion. Go outside to the clock and place it in the gold hole. The clock now reads 12:00.



### Music Room

**Items:** Silver Medallion  
Now the piano is accessible. The cryptic poem on the blackboard basically tells you to play five notes on the piano in the following order: D - A - A# - G - C#. Notice that they are the notes without any sound. The medallion will fall from the wall. Place it in the clock tower, it now reads 5:00.



### NE Classroom (1st Floor)

**Items:** box of bullets  
Pick up the bullets on the first floor if you haven't already.



### Boiler Room (Basement Floor)

Hit the switch in the boiler room. Now go back out to the clock tower and you should be able to enter it. Climb down and go through to the other side to the...

## evil school!



### Fan Room

**Items:** 1st aid kit, box of bullets  
You're now in some sort of evil alternate universe! Disturbed yet? The map is the same one as the normal school. Enter the northern fan room for some items.



### Storage

**Items:** rubber ball  
The storage room has a cute pink rubber ball, aside from the blood and guts.



### NE Class

**Items:** picture card  
Go through the hall room to get to the other side of the school; watch for the roaches! Grab the picture card on the table in the classroom.



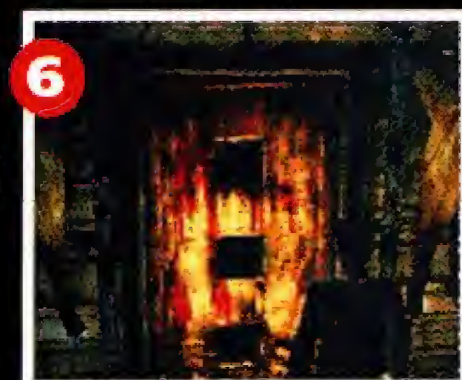
### Infirmiry

**Items:** 1st aid kit, health drink, save pad  
Even in the alternate world the infirmiry is a place of refuge. Save here.



### Lobby

**Items:** ampoule  
The ampoule on the wheel-chair basically acts in the same way the other health utilities do, but it also lets you sustain damage for a short while without getting hurt. Good for boss battles.



### Reception

**Items:** box of bullets  
Use the picture card to open the door where the eerie painting used to be.



### Girl's Room

This is an interesting contraption: the girl's room lets you warp to the inaccessible part of the second floor. After you've stepped into the girl's room, step out and the hall will be different!



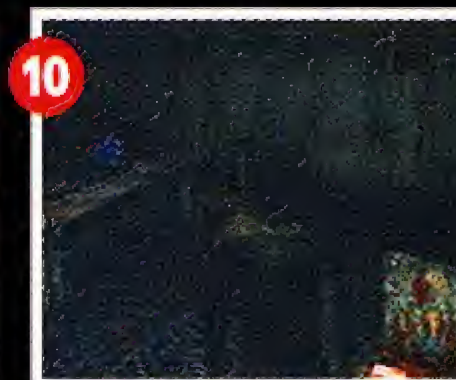
### Boy's Room (2nd Floor)

**Items:** 2 boxes of bullets, shotgun shells  
Enter the boy's room and grab the ammo. Now go back into the girl's room.



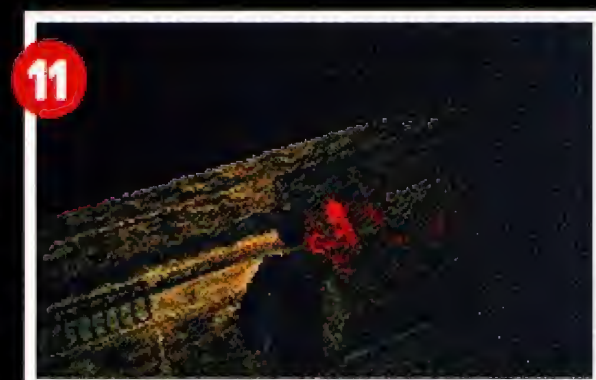
### Boy's Room (1st Floor)

**Items:** Shotgun  
Now you're back on the first floor. Enter the boy's room and open the stall door. Echh! It's a dead body strapped to the wall! Grab the shotgun. Isn't there a clean restroom around here!



### NW Teacher's Room

**Items:** bullets  
The phone on the table will ring as you leave the room. Could it be Konami's Help-line? No, it's Cheryl.



### The Roof

Now, let's head straight up to the roof. Examine the bloody area on the roof and you'll see a hanging key. Walk up to the corner to another hole in the drain and use the rubber ball to clog it. Turn on the valve to flush the key. Use the Channeling Stone on the roof for some X-files action!



### Courtyard

**Items:** Classroom Key  
Go down to the courtyard to get the key that was flushed down from the roof. You'll find it near the drain pipe.



### NW Classroom (2nd floor)

**Items:** box of bullets  
Now we can check out the second floor. Grab the bullets on the chair. Beware of evil babies!



### SW Classroom

**Items:** shotguns shells



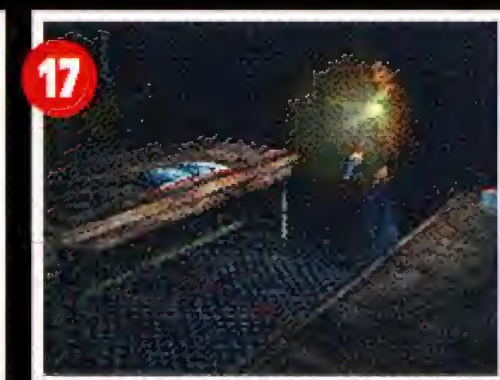
### Locker Room

**Items:** Library Reserve Key  
Go ahead and open the shaking locker again. No cat this time. A corpse will roll out of another locker. Grab the key next to it.



### Library Reserve

**Items:** health drink



### Library

**Items:** box of bullets  
Read the book about a great beast. Sound like a boss battle to you?



### SE Classroom (2nd floor)

**Items:** health drink  
When going to the SE Classroom, run through the NE Classroom. There are too many evil babies to fight!



### Storage (basement floor)

**Items:** ampoule, 2 boxes of shotgun shells  
Finally, we can take the east stairs down to the basement!



### Boiler Room

The valve puzzle is very straightforward: turn the valves so the spikes move out of the way to make a path.





**Boss Battle**

Use your shotgun here. Blast several rounds into the lizard's head as you run around. Eventually, you'll see it open its mouth a little. That's a sign that it'll come charging at you with its mouth agape. Get ready, and keep firing at the lunging beast as you walk backwards, that way you can guarantee one of the shots will go down its throat. If you wait for a critical moment to fire as it comes at you, you'll be eaten. Just keep firing so it doesn't have a chance to touch you!

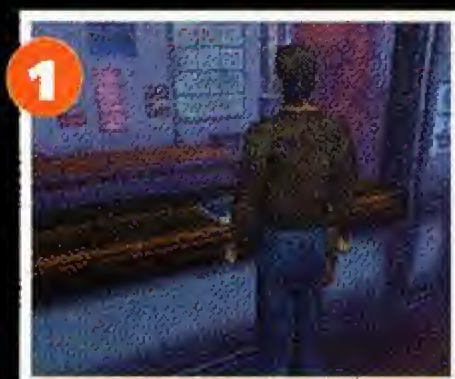


**Boiler Room**

**Items:** K. Gordon Key  
Ahh, morning again! After seeing a strange apparition, grab the key on the ground.



## to central silent hill



**Reception**

**Items:** Chemical  
On the way out of the school, check the reception desk. It'll make it easier to find K. Gordon's house.



**K. Gordon's House**

**Items:** 2 boxes of bullets, save pad  
On the way, you'll see a bloody garage door. Soon after, the camera angle will change, indicating that you're at the house. Inside, you can save and grab some goodies.



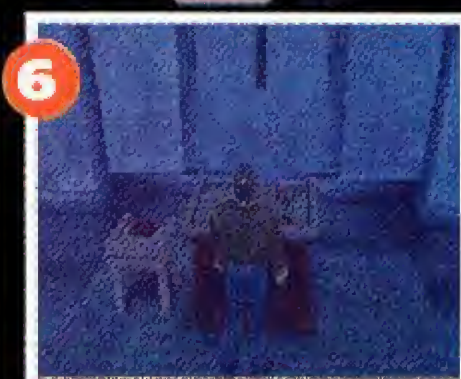
**North Levin St.**

**Items:** health drink  
Grab the health drink on the steps of the house.



**Bradbury St. Bench**

**Items:** health  
The bench is right next to the alley.



**Balkan Church**

**Items:** Flauros, Drawbridge Key, health drink, save pad  
Meet Dahlia Gillespie. When she leaves, check the altar for the Flauros and key. There's health to the left.



**Gas Station**

**Items:** box of bullets, gas tank (secret item)  
You must complete a whole game in order to qualify for the gas tank, sorry!



**South Ellroy**

**Items:** shotgun shells, boxes of bullets  
There's a truck tucked away on South Ellroy. Check near it for items.



**Step By Bridge**

**Items:** shotgun shells, 1st aid kit  
Check the descending steps on the right side as you approach the bridge. Shoot one of those flying creatures on the steps and watch 'em slide down to oblivion!



**Drawbridge Station 1st Floor**

**Items:** Rock Drill (secret item)  
Need the gas tank for this awesome weapon!



**Drawbridge Station 2nd Floor**

**Items:** map of Shopping District, health drink, save pad  
Use the drawbridge key on the console and press the button to lower the bridge.



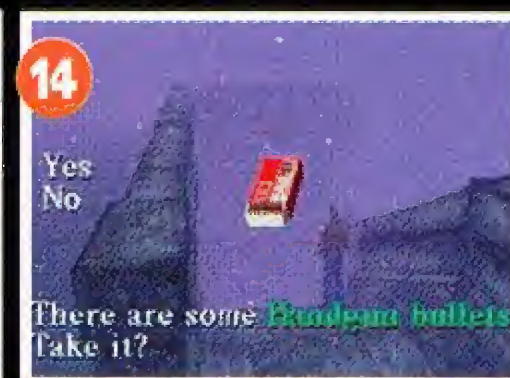
**West Bloch St.**

**Items:** chainsaw (secret item)  
Once again, you need the gas tank for this nasty baby.



**Hut by Bridge**

**Items:** health drink  
Check the hut on the left side of the bridge as you finish crossing, there's a nice refreshment on a barrel.



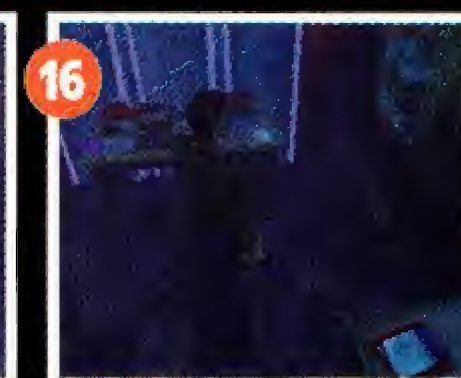
**Steps By Bridge (East Side)**

**Items:** box of bullets  
There's more stuff on the steps on the other side of the bridge as well.



**Police Department Lobby**

**Items:** 2 boxes of bullets, shotgun shells  
As you enter, watch out for the monkeys outside. Once they pounce on you, you can't get up! They also follow you for long distances!



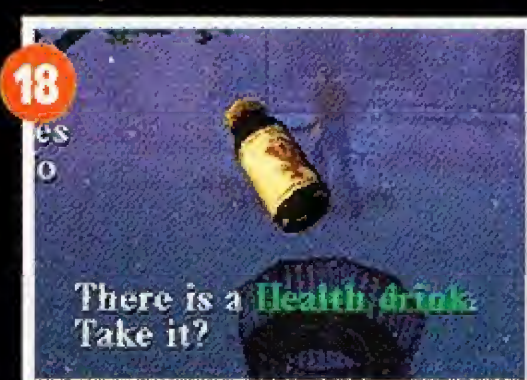
**Police Office**

**Items:** box of bullets, shotgun shells, save pad  
Read the blackboard and the note on the desk to enlighten your mind. Sounds like a Silent Hill isn't that sleepy!



**Alley South of Koontz**

**Items:** box of bullets, health drink



**Cafe' on Koontz**

**Items:** health drink  
They sure like this health drink stuff in this town. Head to the hospital.

## alchemilla hospital



**Reception**

**Items:** map of Hospital, save pad  
First things first. Grab the map on the right as you enter.



**Behind Reception**

**Items:** 1st aid kit  
After meeting Dr. Kaufmann, go through the office to get behind the reception desk for some health. Oh yeah, and check out the newspaper on the desk in the office.



**Doctor's Office**

**Items:** map of Basement  
Go through the Medicine Room to get to the next hall. There's a map in the Doctor's Office.





## Conference Room

**Items:** Basement Key  
Check the room next to the Doctor's Office for the key.



## Kitchen

**Items:** plastic bottle  
Go through the double doors and into the kitchen. Grab the bottle (important for the best ending!).



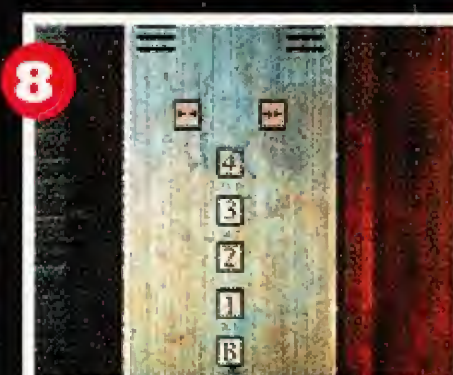
## Director's Office

**Items:** mysterious liquid  
Enter the next room and use the bottle to grab some of the liquid on the floor from the broken vial.



## Generator Room (basement floor)

Use the key to enter the basement area. Turn on the switch in the generator room for the elevator.



## Elevator

If you go to the second and third floor, they will both be inaccessible. But after checking out the third floor, a fourth floor will mysteriously appear on the elevator buttons! It's like Oh God, starring John Denver!



## Evil Hospital

At the fourth floor you will arrive at the evil hospital! Go through the hall (everything's locked) and all the way to the stairs. Go down to the third floor and you will be able to enter some rooms. The nurses take a lot of bullets so be discreet. The normal hospital map also applies here.



## Men's Room (third floor/west wing)

**Items:** Plate of "Turtle"  
You need four of these plates to open a door on the second floor, so let's start looking!



## Room 301

Not much here in the bird cage room.



## Room 302

**Items:** shotgun shells, save pad  
Take note of the VCR in this room, it looks to be operational.



## Room 304

**Items:** health drink  
Not much you can do about the steel plate at this point.



## Store Room (east wing)

**Items:** blood pack, box of bullets, 1st aid kit  
Go through the Linen Room to enter the east wing. Grab the blood pack off the shelf. Yuck!



## Room 306

**Items:** Plate of "Cat"  
After getting the plate, go back to the west wing and use the double doors to take the stairs down to the second floor.



## Room 201 (second floor/west wing)

**Items:** lighter  
Enter the next room and use the bottle to grab some of the liquid on the floor from the broken vial.



## Room 204

**Items:** Plate of "Hatter"  
Throw the blood pack at the hungry tentacles and they will clear out of your way for the third plate. Use the double doors in the hall and take the stairs down to the first floor.



## Kitchen (1st floor/east wing)

**Items:** health drink



## Director's Office

**Items:** Plate of "Queen", save note



## Drink Machines

**Items:** 3 health drinks  
Check out the evil drink machines by the elevator for health! Ok, so maybe they're not that evil.



## Nurse Center (2nd floor)

The poem tells you to put the plates on the door as shown in this screen shot: red on the top left, blue on the top right, yellow on the bottom left and green on the bottom right. It gives you access to the east wing.



## Operating Room (2nd floor/east wing)

**Items:** Basement Storage Key  
Go through the prep room to get to the operating room. Grab the key. Stomp on those nurses!



## Intensive Care Unit

**Items:** disinfected alcohol  
Go through the double doors to the ICU for the alcohol.



## Room 206

**Items:** 1st Aid Kit  
After grabbing this item, take the elevator down to the basement



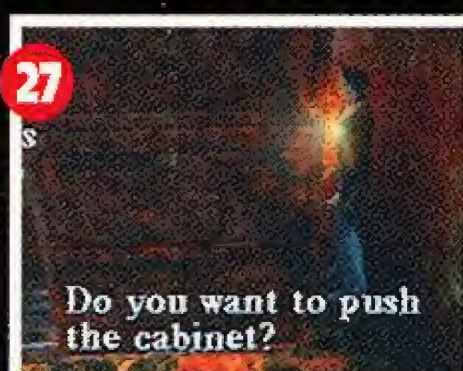
## Generator Room (basement floor)

**Items:** hammer  
This brutal instrument of death delivers some heavy blows. You can't walk when you use it, though.



## Morgue

**Items:** health drink, ampoule  
There are two evil nurses in here. Decide for yourself if the items are worth it.



## Store Room

**Items:** box of bullets, shotgun shells  
Push the cabinet in the corner of the room to reveal a secret passage.



## Secret Room

Use the alcohol and the lighter to burn off the foliage around the hatch. Enter the opened hatch.





**Items:** Antique Shop Key

Meet Lisa Garland and Dahlia Gillespie. After they're gone, grab the key and save at the reception desk before heading outside.

## Larva Boss

**Items:** hunting rifle

Immediately grab the rifle as soon as the cut scene ends. Keep running around (you can't move once you raise the rifle) and shoot the worm as it comes out of the ground. A small shadow spot will tell where it will emerge. It will run away and create a way out for you.



It's morning again! Take the bridge to Old Silent Hill and you will automatically be brought to the sewer entrance.

## Second Level

**Items:** 1st aid kit

There's some health to the right of the ladder.

**7**  After you find some items, cross the plank and check the other side for rifle shells.

8

## Exit Ladder

**Items:** save pad  
You may want to save before exiting the sewers.





## resort area



1

### Hut

**Items:** map of Resort Area, 1st aid kit, rifle shells, box of bullets

As soon as you exit the sewers, enter the rundown hut nearby and grab the resort map. Head to Annie's Bar on the map.



2

### Annie's Bar

**Items:** Motel Room Key, receipt, 2 health drinks, save note

After meeting Kaufmann again, look near the pool table for some stuff he left behind. The receipt says "0473" and the key is for room #3.



3

### Indian Runner

**Items:** Safe Key, health drink, rifle shells, save pad

Head to the Indian Runner store and use the code 0473 to get in. Open the drawer behind the counter for the Safe Key. Use it on the safe to discover drugs. Look on the wall near the safe and you will see that the motel manager's door code is 0886.



4

### Motel Office

**Items:** magnet, save pad

Use the code 0886 to enter the motel office. Find the magnet. You can save by the reception area.



5

### Motel Garage

**Items:** health drink, shotgun shells

In the back of the office is the garage. You'll be back here later.



6

### Room #3

**Items:** Motorcycle Key, health drink

Go out the reception side of the motel office and look for room #3 of the motel. Push the shelf and use the magnet to get the key. There's health in the bathroom. Use the key on the motorcycle in the motel garage to find a vial. Unfortunately, Kaufmann comes and takes it.



7

### Sanford St.

**Items:** rifle shells, health drink

As you head to the lighthouse, make sure you check out the steps right before the Sanford bridge on the left side.



8

### Boat

**Items:** box of bullets, rifle shells, health drink, save pad

Enter the boat at the pier and you'll meet Cybil and Dahlia. After they leave, try using the channeling stone for another weird experience. Now, head to the lighthouse.



9

### End of Pier

**Items:** 1st aid kit

At the end of the pier is an extra bonus.



10

### Lighthouse

**Items:** save pad

Climb up to the top of the lighthouse and meet Alessa. You can use the channeling stone here for more creepy stuff. Head back and you'll automatically end up in the boat.



11

### W. Sanford St.

As you head towards the amusement park area you'll see that it's blocked off. Find the caged area on the northern side of W. Sanford St.; you'll find an entrance to the sewer passage.

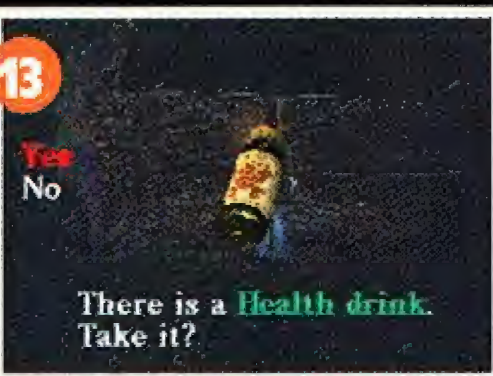


12

### Sewer Entrance

**Items:** map of Sewer

Watch for the moles in the sewer area. They lunge at you like the evil babies, but they're relentless!



13

### SW End

**Items:** health drink

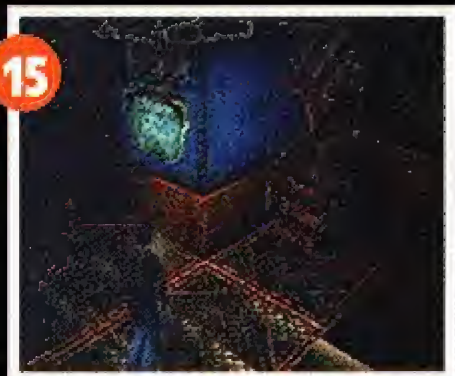


14

### Ice Cream Stand (theme park)

**Items:** save pad

When you exit out to the theme park, find the ice cream stand and save. It's dark and you don't have a map for the theme park, but there's only a couple of places you can go so don't fret.



15

### Merry-Go-Round

The camera angle will sway you to the entrance of the merry-go-round as you approach it. Equip your shotgun before you enter.



16

### Cybil Battle

Cybil's possessed! Run around the attraction and fire at her before she shoots you. If you get shot, immediately take health and mash your buttons to try to get up. After you shoot her several times, or when she runs out of bullets, she'll come to strangle you. Remember the plastic bottle? Let her come and strangle you, but immediately go to the inventory screen and use the liquid in the bottle. She will be cured!



## nowhere



1

### Examination Room

**Items:** save pad

Boy that Lisa girl gives me the creeps! Now you're "nowhere", wherever that is! The map doesn't work here but the layout is almost the same as the hospital but with a few twists. \*I'll refer to the hospital map to help you out.



2

### Evil Class \*Basement

Take the door that leads down to the basement (between the Hagith door and Ophiel door). Read the desk, someone wants you to go away.



3

### Back Room

**Items:** pliers, screwdriver

Check the back room behind the class for some tools. Now head back upstairs.



4

### Faucet Room \*Medicine

**Items:** Key of "Ophiel"

The faucet room is right near where you first entered the hall. Use the pliers to grab the key out of the faucet.



5

### Alert Door \* to east wing

Enter the Ophiel door and it's much like the west wing of the second floor. If you line up the name list next to the door according to everyone's age, you'll see that the first letters of their names spell ALERT. Type ALERT to enter.





# Silent Hill



## 6 Morgue

**Items:** Amulet of Solomon

Through the next door is the morgue. Grab the amulet. You'll meet Lisa again as you exit. I told you she's weird!



## 7 Zodiac Room \*Room 201

**Items:** Stone of Time

In the same wing is a room with Zodiac symbols. If you know your astrology, you can figure out that the numbers are the order of the Zodiac symbols starting with Libra as zero (check the newspaper!). Press the corresponding number for each symbol: three for Capricorn (goat), seven for Taurus (bull) and one for Scorpio. The stone will fall. Use the bathroom door (Ophiel) to go back.



## 8 Antique Room \*Doctor's Office

**Items:** Key of "Hagith", shotgun shells, 1st aid kit, save pad

The antique room is in the main hall next to the door marked Phaleg. Use the Stone of Time on the clock and the Key of Hagith will be accessible.



## 9 Jewelry Room \*Intensive Care Unit

**Items:** Crest of Mercury, Ring of Contract

Go through the Hagith door and take the elevator to the second floor. Enter the third door to your left. Get the crest and ring.



## 10 Steel Plate Room \*Room 204

Use the screwdriver on the steel plate. Looks like you need to turn off the electricity to get the key.



## 11 Camera Room \*Nurse Center

**Items:** camera, box of bullets

After you get the camera, use the double doors that usually leads to the stairs. It will warp you back to the main hall on the first floor!



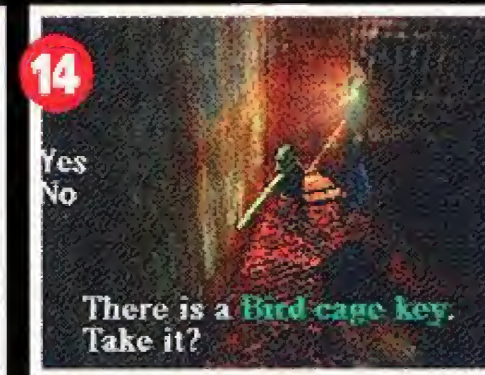
## 12 Left Altar Picture (3rd floor)

Go up to the 3rd floor using the elevator. Use the camera and take a photo of the pictures. Here's the left one.



## 13 Right Altar Picture

Here's the right one. Now, type the corresponding symbols on each door to open them.



## 14 Left Room

**Items:** Birdcage Key

It's a little hard to see but the key is sitting on the chair in the corner.



## 15 Right Room

**Items:** health drink

Looks like the Director's Office. Read the book about a bizarre plant.



## 16 Birdcage Room \*Store Room

**Items:** Key of "Phaleg"

Go back to the main hall and enter the room across from the faucet room. Use the bird cage key and get the next key. Enter the Phaleg door and it will look like B2 of the hospital. Kill the shadowy baby, it's not friendly anymore!



## 17 Alternate Kitchen

**Items:** Dagger of Melchior

Enter the first door on the right. Use the Ring of Contract to fasten the chains on the refrigerator. Now you can grab the dagger without getting killed by the beast inside!



## 18 Graffiti Room

**Items:** Ankh

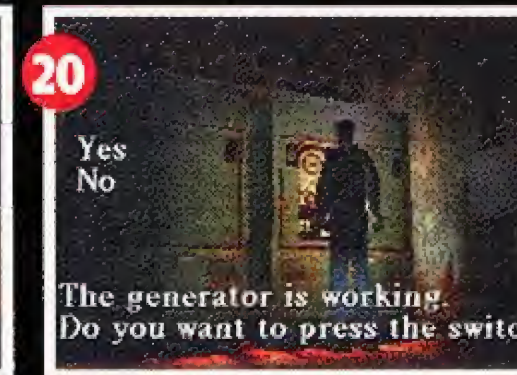
Enter the door next to the kitchen to get the ankh.



## 19 Alternate Prep Room

**Items:** Key of Bethor, health drink, box of bullets

Open the jelly bean pack to get the key. You can go in the back room and really view the tape now.



## 20 Bethor Room

Enter the Bethor door and kill the generator switch.



## 21 Steel Plate Room \*Room 204

**Items:** Key of Aratron

Use the double doors in the main hall to warp to the second floor. Now that the electricity is off, you can grab the key.



## 22 Aratron Room

**Items:** obelisk

Head back through the Phaleg Door and enter the Aratron Room. It's basically Alessa's room. Grab the final item!



## 23 Child's Room

**Items:** save pad

Enter the room across from Aratron. Use all the artifacts on the door in the back of the child's room: the obelisk, amulet, dagger, crest and ankh. Get ready for the final boss!



## 24 Final Boss

use your health if you get hit and get right under it for clean shots. It should die before you even resort to the gun. Congratulations, Harry's the Man!

The final boss is none other than Alessa-turned-goat-demon. It's fairly simple considering that it's the final boss! Just start emptying your ammo into the monster starting with the rifle, then the shotgun. Use L2 to look up at the beast. As soon as he starts mustering up for the lightning attack, get ready to run. He'll strike a few and then stop. Just

## Endings

**Bad Ending:** You'll get the bad ending if you go straight to the lighthouse from the sewer without dropping by any of the resort area places like Annie's Bar, Indian Runner, or the motel. You won't learn Kauffman's side of the story. Also, you end up battling Alessa/Cheryl as the final boss rather than the demon!

**Good Ending:** Drop by the resort area places but don't rescue Cybil and you'll get a good ending. You'll battle the goat demon at the end.

**Best Ending:** You can get the best ending if you rescue Cybil with the liquid in the plastic bottle while you battle her on the merry-go-round and if you drop by the crucial resort area spots. If you thought the story was weird, the best ending may confuse you even more!

## Secret Items and Next Fear

When you clear the game, you will see a ratings screen appear after the credits. You can obtain a gold rating in some of the categories. For example, you will get a gold rating in the items category if you acquire more than 180 items. Also, you can get gold ratings in the continues and saves categories if you keep it to a minimum. The ratings screen will also show you new items that you can retrieve the next time you play the game. After clearing it the first time around, you should be able to see the gas tank, rock drill and chainsaw. Then the save screen will appear asking you to save a file called Next Fear. This mode will be a little harder (more enemies, less health, etc.) The gas tank will be available in the gas station the next time you play, allowing you to use the rock drill and chainsaw. A katana will become available if you complete the game with a rating of six or seven stars. There's also a Hyper Blaster in the game which may become available if you get a ten out of ten star rating.





# Syphon Filter

## part 2 of 2

by Jim Loftus

Welcome back for the second installment of our *Syphon Filter* strategy! There are so many great things to say about this game. First off, you should know that—while the game does contain some borrowed bits and pieces from other established titles—there are just as many awe-inspiring surprises. Sure, the game contains some of the worst voice acting since *Resident Evil* (“Ple-eease. Do-oon’t kill me. I’ll pay you. How much...do you want?”)

Yeah, there are cheap hits galore. Yet there’s something about the game that keeps you going. If you’re looking for a testosterone-soaked killfest capable of making Bruce Willis cry for his mama, I can’t think of a better example than *Syphon*. Subway trains, explosions, flames, evil scientists, dead guys plummeting from rooftops; it’s all here—an experience just waiting to happen. So, you may be wondering, just what the heck is a “syphon filter,” anyway? Basically, Syphon Filter is the name of the virus that the terrorists threaten to unleash in the U.S. unless Gabriel Logan stops them first (that, plus it sounds cool, too!). Lock and load!

## super cheats

### super ammo

During gameplay on any level, press **START** to go to the main menu. Go to “Weapons,” then press and hold **→ + L2 + R2 + □ + X + ●**.

### level select

During gameplay on any level, press **START** to go to the main menu. Go to “Options.” Highlight “Select Mission,” then press and hold **← + L1 + R1 + SELECT + □ + X**.

### movie theater

Go to the movie theater located in the Georgia Street level (level one). Stand in the doorway of the theater and press **START** to go to the main menu. Highlight “Map,” then press and hold **→ + L2 + R1 + X**. Walk through either of the two red curtains beyond the snack bar—you can now view all of the FMV sequences from the game, sequentially and uninterrupted.

### hard difficulty

Highlight “New Game” at the title screen, then press **← + L1 + R2 + SELECT + □ + ● + X**.



## important stuff



### rolling

Rolling is an integral part of success. If you want to avoid replaying each level dozens of times, pressing **●** to roll should be instinctive. On the run, rolling to avoid gunfire increases your chances of survival. From dangerous heights, rolling as you hit the ground will cushion the impact and reduce the chance of death. Rolling while falling is effective to a certain extent, of course; you can’t survive a fall from the top of a building, for instance, even when you hit the ground rolling. There are several levels where fire becomes a serious hazard. Obviously, walking into a raging inferno will kill Gabe almost instantaneously; however, you do have the ability to roll through fire by pressing **●**...just be sure you don’t end your roll inside a flame “zone.”

### stealth basics

Some may claim that stealth plays an integral role in succeeding at *Syphon Filter*. While this holds true for certain areas, I tend to disagree. The enemy AI is very advanced and relentless. More than anything else, I recommend clearing out one area at a time—slowly and methodically. This is crucial due to the fact that enemies make appearances at specific preprogrammed trigger-points as you move from place to place. If you get into the habit of racing through room after room, for instance, you’ll end up with multiple clowns chasing you in a three-ring circus of death. There are times when you may need to take advantage of the cover of darkness. While it hardly ever provides you with 100% darkness, shooting out lights in certain areas can help you avoid being spotted by the enemy. The downside to shooting out lights is that, if a baddie is located nearby, he’s likely to “hear” the light shatter and come running to investigate—defeating the purpose altogether. Experiment to find out when shooting out lights is appropriate.

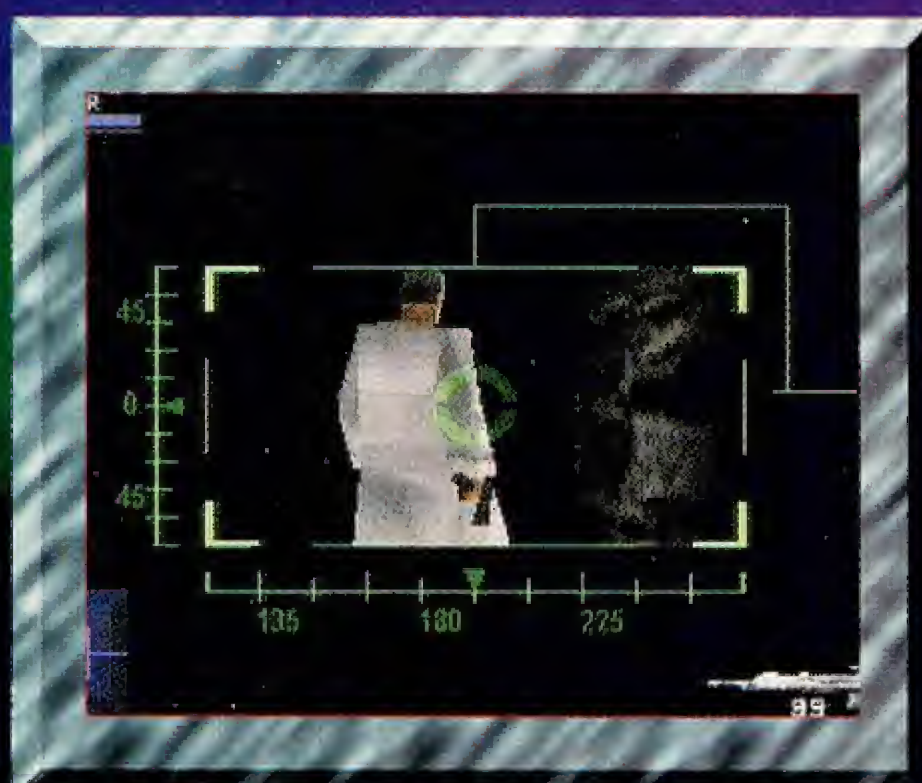




# stronghold catacombs



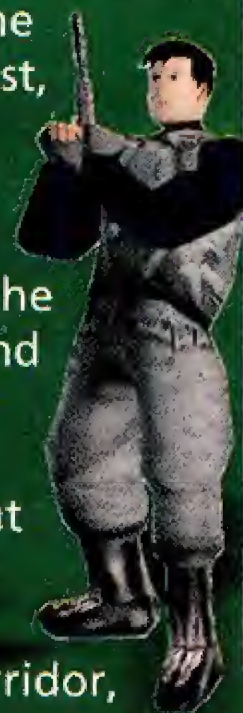
Syphon Filter



This can be one of the trickiest levels in the entire game if you don't know how to deal with it. Two things: 1. You must kill in complete silence. 2. You must not let the scientist become aware that you have killed any of the guards. Use either your 9mm or sniper rifle for head shots or knock the guards out with gas grenades. If the scientist comes across a dead body, he will go into a panic and the mission will be a failure. From the starting point, quietly take out the first guard who crosses from the



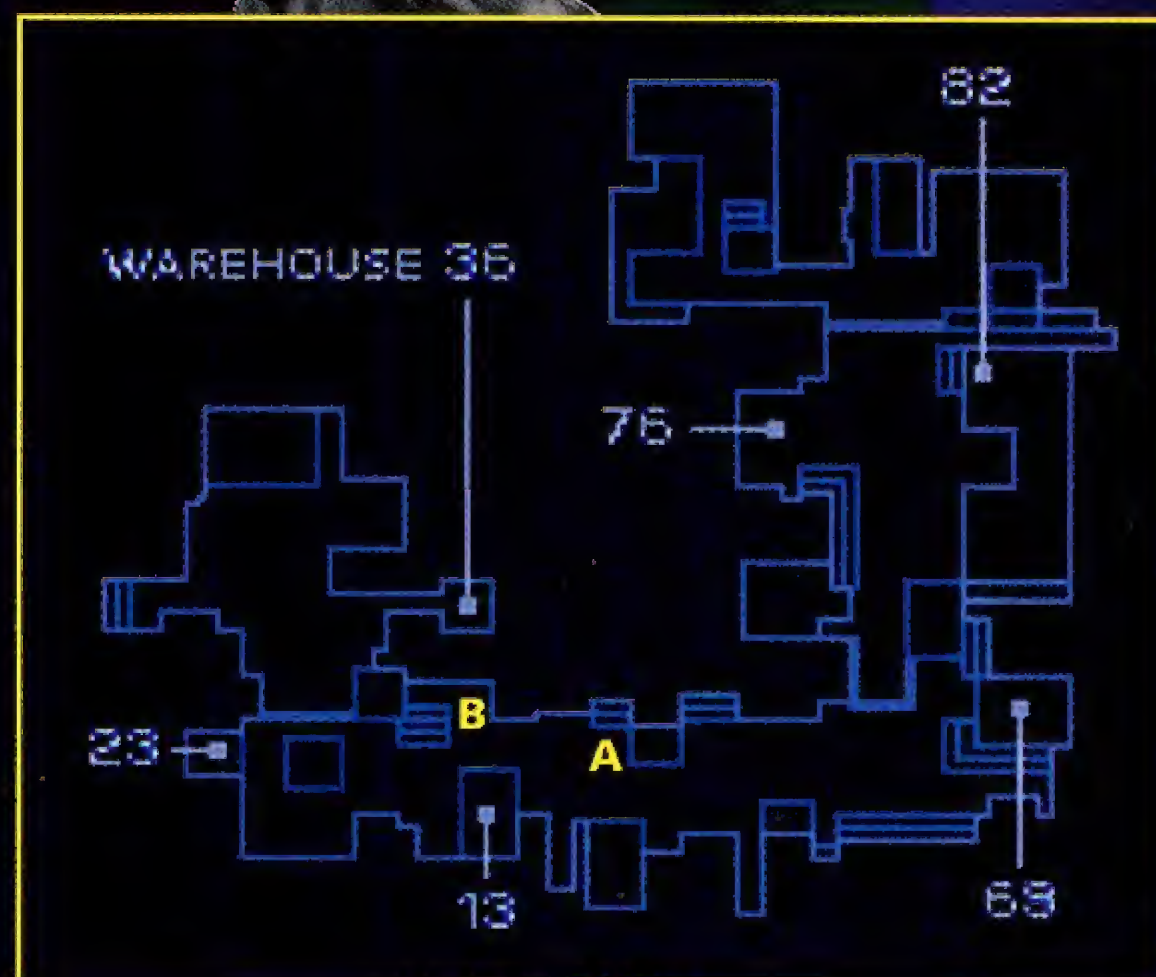
right. Move out into the large room. Take the stairs down to trail the scientist, but remember to keep your distance. Duck into the recessed area near the first footlocker you see. Wait for the guard to come to you, then take him out. Move forward through the hall and duck into the next recessed area on the right. The scientist will stop momentarily to talk with two guards at the end of the hall. Now this is important: Do NOT kill the guards. This may sound crazy, but wait for the scientist to resume his stroll, then make a run for it—straight toward the terrorists—while staying along the right wall. Quickly turn right at the corner, right in front of the two guards. Keep moving about halfway up the corridor. Take out the guard that crosses from the right. Turn left. Make the next left. Head straight into the large room and hide underneath the stairway. Wait for the scientist to walk into the adjacent corridor, then turn and move into the hallway behind the stairs. Make the first left. Run to the shadowy area of the floor and kneel. Wait for the scientist to enter the opposite end of the hallway from the left. He will stop and look to see if he is being followed. Lay low and wait for him to activate the palm-print security panel. Once he turns his back, follow him and exit the level. After the obligatory FMV cut scene, follow Phagan to Lian's cell. This is a basic no-brainer; simply protect Phagan from harm by eliminating goons galore. Be careful Phagan doesn't get nailed in the crossfire. Make it to Lian's cell for a quick cinema and checkpoint. The next objective requires you to escort Lian safely from her cell to the exit. This scenario is pretty standard, actually...team up with Lian and make it out alive (she'll show you the way out). That's it!



## PHARCOM warehouses



Welcome to the level from hell. Say your prayers before stepping out into this lunacy; it's an all-out war with Rhoemer's troops battling Phagan's guards—and you're caught in the middle! Even though this level contains the most aggressive enemies in the game so far (a massive understatement; they're ridiculously unfair), you can survive. Try to clear out groups of baddies before moving through any given area (use the M-79 if you have it). If you desperately need to increase your firepower, head to Hangar 13. Climb in through one of the two windows, then take the shortcut out the side door. This will lead you to an M-79. The sad part is, after being gunned down, most of the enemies regenerate—so even if you manage to wipe out an entire swarm of guards, you'll notice them reappear as you make your way back through an area you thought was cleared out. The best advice I can offer up for survival in this level is to keep moving at all costs—run, dodge and roll! Avoid the outdoors whenever possible by climbing through windows and moving building to building in order to complete your next objective. The first objective is easy; locate Erikson. Head to point A. Climb up and enter through one of the two windows to find Erikson (checkpoint). Head to point B, located to the left of the giant propaganda poster. Climb up and enter the window. Move into the larger room with the crates. The large crate nearest the window contains the first viral carrier; you'll know you've found it when you see the glowing green outline of a body. Scan and tag the infected figure by getting close and pressing **▲**. This brings up the first cinema and checkpoint. Blast the window and climb out. Head to Warehouse 36. Blast the barrels from a safe

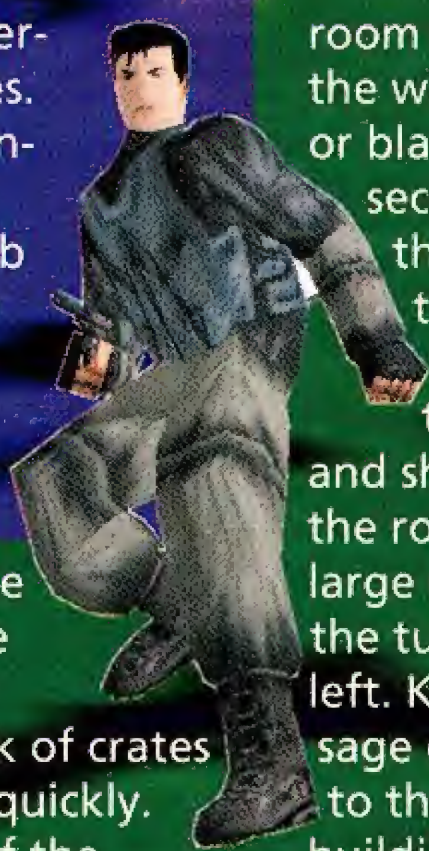




## Syphon Filter



distance to reveal the secret entrance to the underground tunnels. Drop down. Climb over the crates. Turn right. Keep moving forward through the tunnel, but stay frosty; there are plenty of guards around. Exit the tunnel. Clear the area, then climb the stack of crates and position yourself atop the large gray platform. Make sure you eliminate all goons in the vicinity, then quickly jump up and grab the pipe overhead. Shimmy over to the right, then drop to the small ledge to deactivate the power to the network of electric fences. Make your way back to the ground. Kick the fence gate open and head to Warehouse 69. To enter, you'll need to go around to the side and climb the stack of crates to the window. Drop down and kill the guards—quickly. Scan the large metal containers on the left side of the



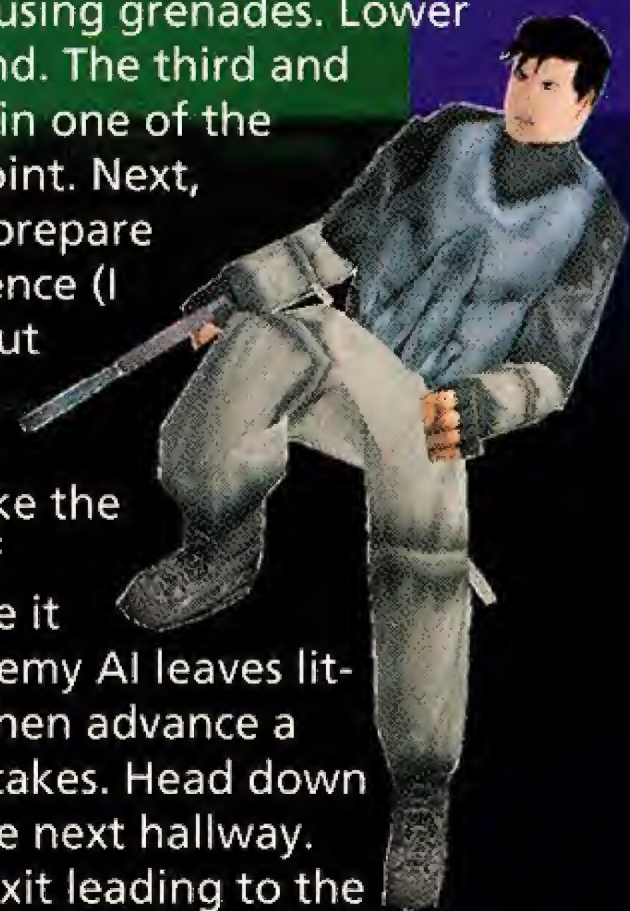
room to locate the second viral carrier, then tag it. To exit the warehouse, you can climb back up and use the window or blast the barrels which block the doors. Go back into the secret tunnel entrance. Keep moving forward. Kick open the gate. Move forward until you reach the opening at the end. Once you arrive at the surface, head to the warehouse marked "38." The doors are blocked from the inside, so you'll need to climb up onto the ledge and shoot the window in order to enter. Drop down into the room; the third and final viral carrier is inside one of the large metal containers. Scan and tag it. Now head back into the tunnel. Just before you get to the opened gate, make a left. Kick this gate open. Move ahead. There is a short passage on the right; take it and move back to the surface. Exit to the surface, then make a left. Climb to the roof of the building and enter through the window. You made it!

## PHARCOM elite guards



Just when you thought it couldn't get any worse! Drop down into the floor opening. Move on out, then take out the guards on the roof and surrounding area. Go into the warehouse marked "85" and enter the passageway in the back wall. Warehouse 82 contains the first viral carrier; scan and tag it. Head to the warehouse marked "74"; viral carrier number two is located inside. After tagging it, exit and turn left. Moving forward, make your way around—and to the left of—the giant-sized metal container. Enter the first building you see right after passing the giant container, either through a window or around front through the small doorway. Jump up and climb the ledge above. Climb the tall stack of crates, which leads to an opening in the roof. Kill the guards then grab hold of the wooden beam and shimmy over to the next rooftop. Drop down and make your way to the far end, opposite the mesh fence. Elim-

inate the guards below by using grenades. Lower yourself down to the ground. The third and final viral carrier is located in one of the crates—tag it for a checkpoint. Next, head into the tunnels and prepare for major, MAJOR interference (I prefer to call it pure hell, but hey...to each his own) by elite troops. Make the first left. Continue straight. Make the next left (there is a stack of crates at the opening). Take it one step at a time here; enemy AI leaves little room for error. Shoot, then advance a few steps, if that's what it takes. Head down the hallway. Turn left at the next hallway. Make a quick left out the exit leading to the surface. There it is: Warehouse 76! The end of a nightmare! Yee-aahhh, bay-bee!



## warehouse 76



to the wall, then roll off the corner and hit the ground. Climb the large stack of crates and jump to the metal walkway above. Run all the way to the very end of the walkway so you end up at the only piece left. Climb down. Go through the doorway where the 3 barrels are and turn right. Move through this doorway to reach the first checkpoint. Go through



You have 15 minutes in which to locate the entrance to the silo caves. From the starting point, move forward about six paces, then turn right. Cut through warehouse 76, heading right. Move outside. Climb the first stack of crates you see (the ones by the barrels). Roll under the opening. Move forward







the next doorway and you'll see 2 barrels and a stack of crates. Climb the crates and drop down to the other side. Avoid the flaming guy by moving past the doorway. To avoid contact with the flames in this area, climb the crates on the left side of the room. Climb up once more to the platform, kill the guard, then drop to the other side of the flames and out the doorway. Once you move through the doorway, there will be an exit to the right and to the left. Kill the guard beyond the right passage, then turn and get ready for some fun. At the

left passage, three guards will leap down at once. Target the barrels below them to take 'em out in one big blast! Move into the room. Turn to the left. Climb the

crates to the platform and roll through the small opening.

Kill the enemies that occupy this area, being careful not to hit any barrels. Climb the crates and jump up to the walkway above. As you start running, the walkway collapses piece by piece behind you—don't stop until you've made it to the end of the walkway. Jump from the walkway at the section nearest to the wall. Climb over the crates. Move out toward the large freight elevator opening in the ground (be careful not to fall in!). To call the elevator, shoot the switch on the far wall. You've made it! Wait—oh my god—No-ooooo!

## silo access tunnels



Grab that flak jacket! Be careful; many of the guards in this level like to lob grenades. Wind your way through the dimly lit tunnel. Cross the narrow metal bridge. There is an opening on the right side of the wall, past the crates; take it. Turn on your flashlight. To the left of the first metal bridge you come to is a way down; take it. Move all the way down to the lower set of tunnels. Moving forward, jump up to climb the first tall set of crates you find. Climb up to the ledge. Now you're back



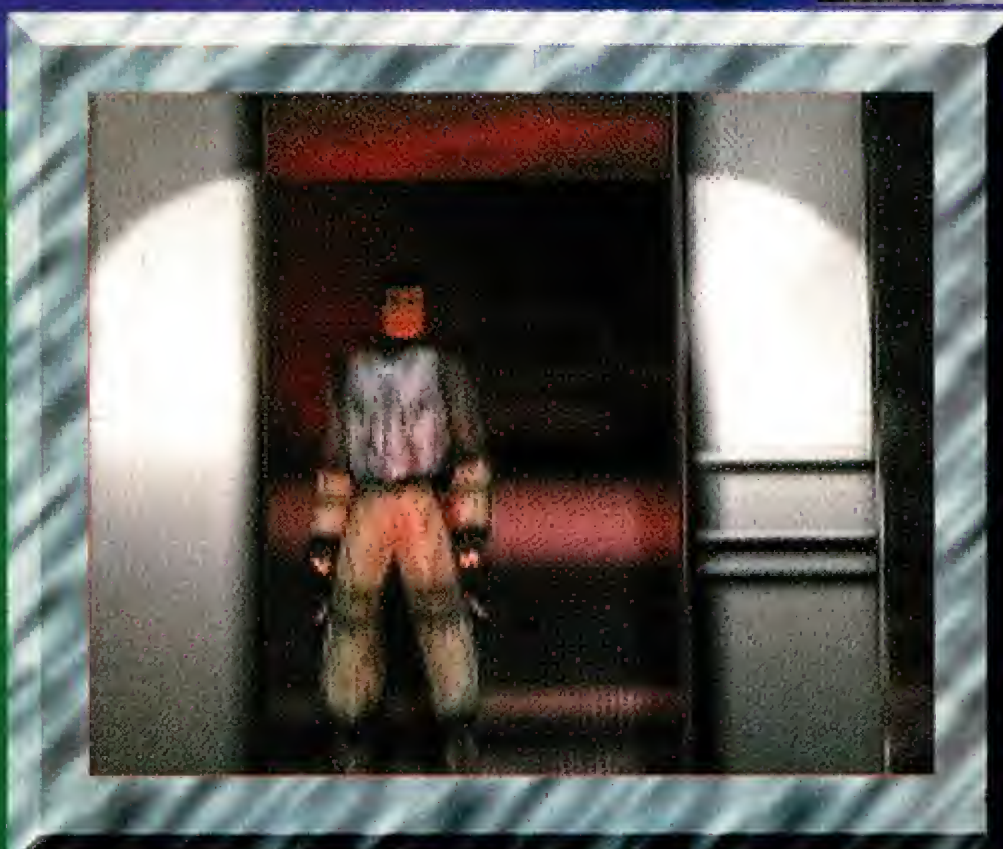
at the upper level. Since you have yet to shut down power to the laser gates, head toward the far bridge. You'll wind up at the elevator control podium; only problem is, there's no power. Climb the tall stack of crates near the bridge closest to the control podium. Head down the tiny passage illuminated by red lights. At its end is the elevator power relay—switch it on. This is your checkpoint. Reverse course and head back to the elevator control podium. As you approach the area, prepare to return fire on goons with grenades. Kill 'em all, then activate the elevator by hitting the switch at the podium. Take the elevator down. Make your way through the passage and be ready to kill, kill, kill! Keep moving till you find a ledge to climb up. Hit the elevator call switch and move up. To get to the main power room, you'll need to travel the opposite way from where the laser gates are. When you see the next metal bridge, take it; this leads right into the power room. Before you get there, don't forget to light up the three guards. Hit the switch on one of the podiums. This causes all hell to break loose. Fortunately, the power grid to the tunnels is off-line, meaning the laser gates are now deactivated.







## tunnel blackout



A dark, dangerous mission. Jump up to grab the red beam. You need to lower yourself down, one section at a time, so take it slow. Get out your flashlight. Use your **L1** button to get a closer look at things below before each drop down. When you reach the checkpoint at the bottom, you'll find a flak jacket and nightvision rifle. When traveling this tunnel, keep a close eye on your radar. Take it slow and methodically



here; pick off one guard at a time using your newly acquired nightvision rifle. After each kill, move cautiously ahead; eventually, you will come to a dangerous drop-off—watch it! Pick off the guard below, then lower yourself down. Step over the body and proceed down the tunnel. Kill the guard. Switch on your flashlight and move to the red steel beams. Climb all the way up, then turn off your flashlight. Take out the next two guards. At the drop-off, turn right and make your way across the three metal bridges. This leads to the elevator down to the next level—your final mission.

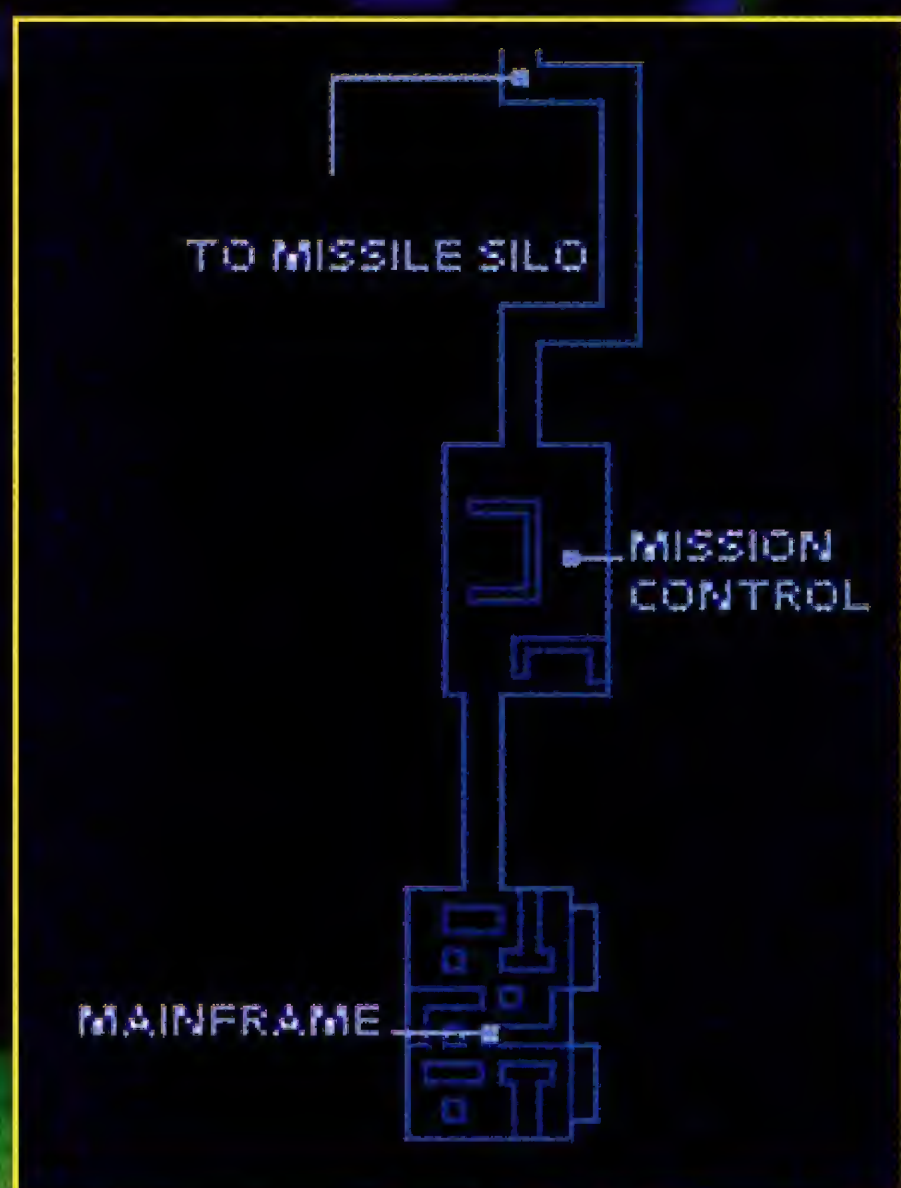
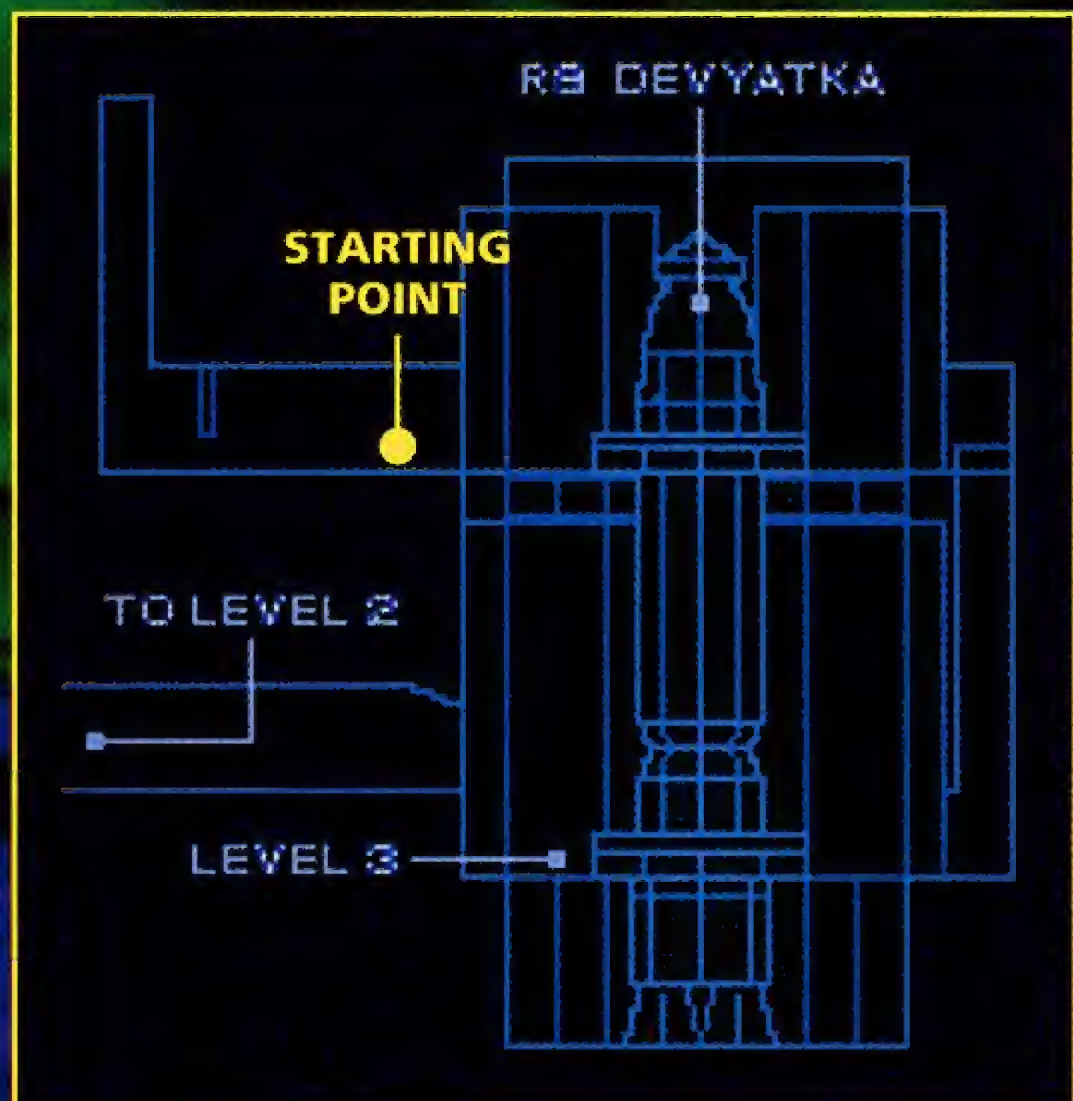


## missile silo



Revitalize with the flak jacket near the starting point, if you need to. You'll need to work fast here, since the countdown to launch begins in 50 seconds. The weapon of choice for cleaning house quickly is the K3G4; however, you may be forced to rely on a less powerful killing tool. Whatever you do, though, do NOT hit the missile (unless, of course, you want to toast marshmallows with Satan). Move to the elevator switch, gunning down the guard in the process. Take the elevator down. Lock on to the two clowns in this area, then ascend the two steel beams connected to the side of the missile. From the second beam up, you need to activate the panel on the side of the R-9. This brings up a rather

dramatic FMV sequence between Logan and an old "friend." From the checkpoint, you have exactly three minutes in which to make it to access the missile command computer. Here's a step-by-step rundown of what to do to finally beat this game: From the checkpoint, immediately turn to the right and run your heinie off—you MUST



make it under the blast shield door before it shuts! You literally have JUST enough time to make it; roll just as you are within range. When the elevator door rises, move across to the opposite side of the room and hit the elevator call switch. On your way to level 2, you'll encounter two goons; respond accordingly. Enter Mission Control and take out the trash. One of the scientists has a cardkey—grab it. Swipe the cardkey (hey; kinda like we do here at the office!) and proceed to the Mainframe computer area as indicated on the map. As you enter,





kill the first guard, then quickly move over to the left side of the room to the furthest of the two wall openings (the glass encased areas). Mow down the two terrorists in this opening, then take the gas grenades from the footlocker. If you wish to, you can bypass this tactic and head straight for the command computer located near the

southwest corner of the room (see map). Activate the computer. Now to finish off that sick puppy, Rhoemer....



## eliminating rhoemer



Time to rock and roll. It may be a bit unnerving, but don't let Rhoemer's threats distract you from what needs to be done. I must say that staying calm is not an easy thing to do at first; the dramatic, real-time dialogue is so cool, you'll probably want to just run around the room a bunch of times just to hear all of it! In fact, I'd go so far as to say this is the most insanely dramatic real-time "boss bad guy" audio I have ever heard in a video game...and I mean ever! (Buzz, this is the type of gameplay-enhancing stuff I've been waiting for; great job!) Okay...on to the task at hand. To completely, totally beat Rhoemer and end the game, forget filling him full of lead—all you need to do is lob a gas grenade at him. That's right; a freakin' *gas grenade*! Disappointing, considering I wanted to paste his evil guts all over the walls in payback for all my pain and suffering. Oh, well...there's always the sequel. And believe me, there's gonna be a sequel.





## Mr. Domino



by Chris Bieniek



Released in Japan during January of 1998, *Domino-kun o Tomenaide* was yet another very strange PlayStation game from ArtDink, the developer of such very strange PlayStation games as *Carnage Heart* and *Tail of the Sun*. Being a fan of ArtDink's games is not unlike being a member of a secret club. It takes a while to really understand how these games work...but when they "click" in your head, you'll feel like you've opened a door to a new level of consciousness. *No One Can Stop Mr. Domino* fits this description perfectly, and Acclaim should be applauded for bringing this game to the U.S. without trying to "Americanize" it—even the instruction manual manages to preserve the game's fresh, funny tone. If you've already conquered the game's final stage, we'll bet that you still haven't seen everything that *Mr. Domino* has to offer, so we're going to take a peek at each stage and point out a few highlights that you might have missed.



Check out all of the cool goodies that were available to Mr. Domino fans in Japan when the game was released there last year: keychains, throw pillows, T-shirts...even a Domino-kun backpack!

### WHAT THE INSTRUCTION MANUAL DOESN'T TELL YOU



to the starting point. Doing so will guarantee a high score and even allow you to see special events in certain stages.

- The greatest thing you can achieve in any of *Mr. Domino's* six stages is to set up an elaborate chain of dominoes that will trigger ALL of the switches in a stage with one continuous sequence. You should have just enough dominoes in your inventory to do this; set a single domino in front of the first trick switch, then lay a chain of dominoes from the first trick's Hint Tile leading right up to the second trick switch, repeating this process for each switch until you've returned



can see what a top player can expect to achieve in each stage. Note that the height of the Domino Power Gauge changes with each level depending on the length and complexity of that level. If you set up a long chain that completely fills up the gauge five times, then goes on to trigger a switch, the Trick Lamp will glow bright white and you'll earn the maximum number of points for that particular trick.

- The Trick Lamp at the top of the Domino Power Gauge changes colors each time the gauge is maxed out. As you trigger the switches, the color of the Trick Lamp serves as a reminder of how many dominoes you chained together to trigger each one. This information is actually preserved on the high score tables; in fact, if you look at the pre-programmed high scores you



standing; secondly, you'll get a short breather while each piece falls down.

- If you end up placing extra dominoes that are not necessary for clearing a stage, there are two reasons why you should always try to knock down the leftovers whenever you pass them. First, points will be deducted from your score for each domino left



there's not a dang thing you can do to stop the countdown. The secret to managing the amount of time you do have is to avoid all Recovery Tiles unless you absolutely need them. If you step on a Recovery Tile before your character has started to turn gray, you may be prolonging your character's health but YOU ARE ALSO REDUCING THE STAGE TIMER. This is most important in Stage 6; you'll never beat the game if you step on all of the Recovery Tiles in this stage as soon as you see them.

- In addition to managing your health and domino inventory, each stage has a mysterious time limit for you to worry about. If the words "Hurry Up!" are flashing on the screen and your character is perfectly healthy, it means your time is almost up and





- To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages. To unlock the alien domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages. These rankings show up each time you clear a stage; unfortunately, this information is not preserved at the high-score table, so you'll have to remember what your rankings were in each stage. The rankings, in order from lowest to best, are as follows: Town, City, County, Country, U.S., World, Earth, Universe. Note: No

One Can Stop Mr. Domino will auto-load your saved game file if your memory card is installed when you turn the game on. However, it will NOT auto-save, so remember to access the Save feature after you achieve those high scores!



### Stage 1: Phat Tony's Casino



If you trip over a tiny obstacle, you won't be able to place a domino in the next square because your character will still be in the middle of his or her "trip" animation while you pass over it. However, let's say you've walked around the obstacle and placed a domino in the square behind it. In a scenario like this, you may find that it's helpful to let your character trip on the obstacle in order to make sure you're lined up with that domino on your next lap.



As you cross the roulette table, you'll see Miss Domino walking back and forth, trying to block your path. (Note: If you're playing as Miss Domino, Mr. Domino will appear here.) If you run right into her, she'll fly off the screen and will not reappear on subsequent laps! To keep her out of your way without getting stunned, you can "freeze" her in place by placing a domino right next to her.



To get outrageously high scores, activate a bunch of switches, then intentionally run over a Reset Tile and start all over again two or three times. If you knocked Miss Domino off the screen, the Reset Tile will bring her back—but it will also bring back all of the Recover Tiles you might have used up.

### Stage 2: Shop 'til You drop



WRONG WAY

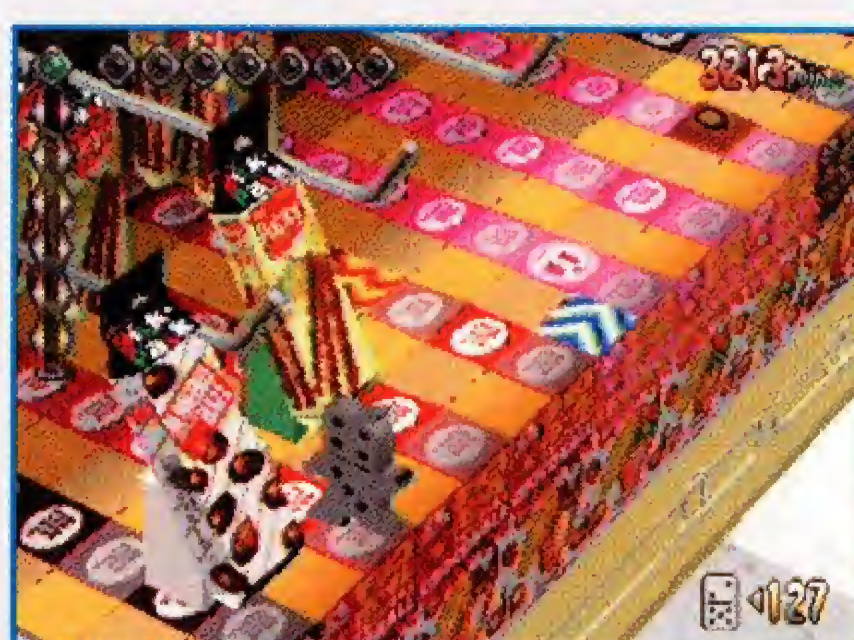


RIGHT WAY

You'll barely have enough dominos to trigger all of this stage's tricks in one continuous chain. The secret to conserving them is to stay to the right whenever you approach a turn in the track where the play-field rotates. If you're moving left and dropping a line of dominos when the screen turns, you will travel horizontally across the track for a moment, wasting two or three valuable dominos.



Can you spot the Sony video tapes and Koala Yummies?



This stage takes place in a Japanese convenience store; as such, it's LOADED with real-life snack foods and goodies like the ones we've featured in the *Japan Report* and *Cool Zone* sections of *TIPS & TRICKS*. (How many of you remember our "Happy, Funny Candy & Toys" and "Betty's Index" fea-

tures?) Can you spot the Sony video tapes and Koala Yummies? These swinging boxes of Pocky snacks can be a pain; if they hit you once, they can smack you a second and third time while you're stunned from the first hit. You can stop a box from swinging by placing a domino under it when it reaches the apex of its forward swing.





### Stage 3: Grandpa's in The House



The third trick in this stage involves a teenage girl whose clothes disappear, leaving her in a T-shirt and what appears to be dark underwear. If you chain the first three tricks together—from the father to the mother to the teenage girl—the girl's T-shirt will also disappear and you'll see that she's actually wearing a one-piece bathing suit.



When the girl loses her clothes, her teddy bear gets excited and falls over. In the original version of the game released in Japan, the teddy bear also got a spontaneous bloody nose! The American version of *Mr. Domino* skips this segment; fortunately, somebody forgot that each trick's sequence of events plays in reverse if you step on a Reset Tile after you've triggered that switch. If you do this, you can watch the teddy bear's explosive bloody nose in reverse.



One of the coolest secrets of *Mr. Domino* appears at the end of this stage. The last switch causes a giant bell to drop on Grandpa's head as he meditates—but if you trigger all of the tricks in Stage 3 in a single uninterrupted chain, the Grandpa switch will have a VERY different effect. You've gotta see it to believe it!

### Stage 4: Tripping in The Park



There are lots of different paths winding through the park. To stray from the main route, just look for a branching point and simply hold the D-pad in that direction as you approach it; the screen will rotate and you'll be off, exploring a new path.



If you looked at the high score table before you played this stage, you probably wondered how somebody hit seven switches when you only need to hit five in order to clear the stage. Actually, there are nine total switches in Stage 4; you can greatly increase your score if you activate more than the required five tricks. Unfortunately, your character can't move after five switches have been triggered, so you'll have to chain each additional switch to the hint tile of that fifth trick if you want to get credit for more than five.



Don't forget to hold **Down** on the D-pad to slow your character's speed; this will help you to avoid obstacles at several points in this stage, including the drawbridge, the skateboarder and the jeep that tries to mow you down as you cross the street. Change "lanes" to avoid the balls that Pierre tosses at you from above.

### Stage 5: Fun Park Massive



You'll have to make a hard right turn to enter the "Bonus" path, and you must do it before you trigger the "space shuttle" switch. If you don't, a giant rocket will be sticking out of this hint tile, forcing you to trip over the adjacent obstacle and stumble uncontrollably right past the "Bonus" path and its cool roller coaster trick.





Fun Park Massive has 10 switches, but you only need to hit eight of them in order to clear the stage...which is a good thing, because some of the switches and hint tiles are partially hidden by objects in the foreground. If you take the bonus path, you

won't miss any switches on the regular path...and yes, it is possible to trigger all 10 switches with a single chain!



At the very end of the stage, just before you return to your starting point, you'll see a tile that looks like it has a picture of a household light switch on it. If you trigger this switch before you've lit up all the trick lamps, it will cause electric sparks—but if this is the very last switch you hit to clear the stage, you'll see a cool end-of-level se-

quence in which all of the park's lights are shut off, one at a time.



## Stage 6: No one can stop Mr. Domino



Stage 6 has three "floors" and a strict time limit. To beat the clock, it's important to start dropping dominos immediately and chain switches together. If your domino placement is perfect, you'll only need to run one "lap" around each of the first two floors, which will save you a lot of time.

Remember to avoid those Recover Tiles unless you're already starting to turn gray.



Here's another reason why Stage 6 is tough: When you light all of the trick lamps, the stage doesn't end! To complete it and see the ending, you must run up a ramp and take another elevator to the roof. If you've already triggered all of the switches and you're just racing to get to the ramp, here's a secret tip that will help you

to get there more quickly: Run right along the outside edge of the building and don't turn away when the track gets narrower. Instead of hitting an invisible barrier or falling off the ledge, your character will actually jump over the gap to the next outcropping!

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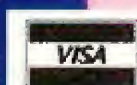
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# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



## Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

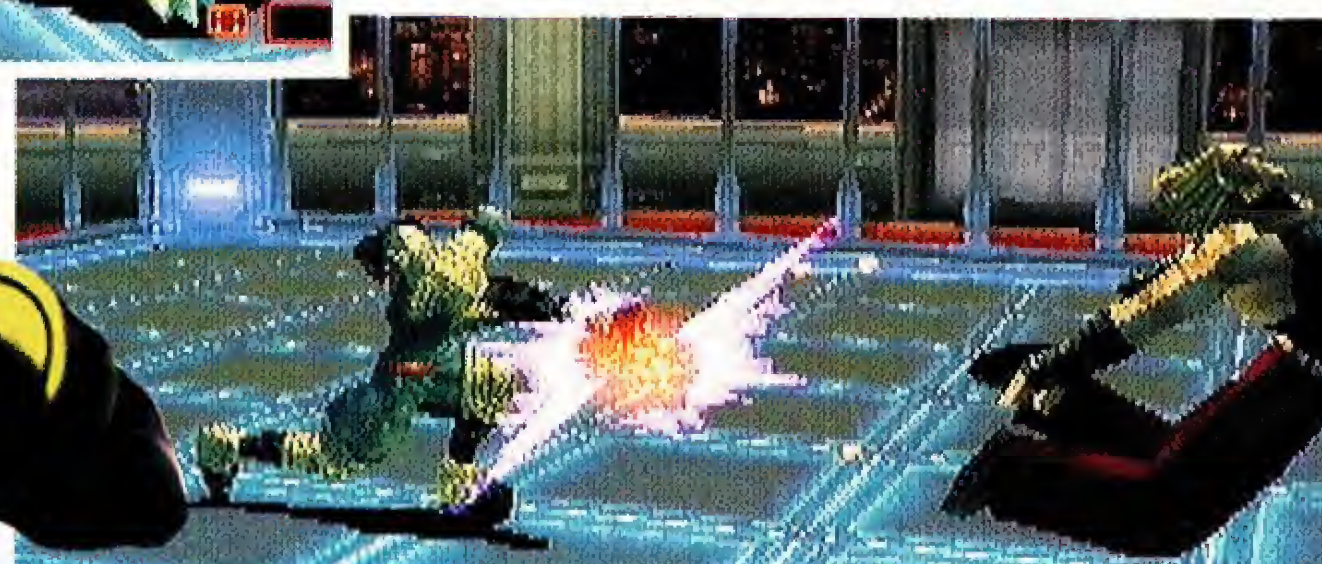
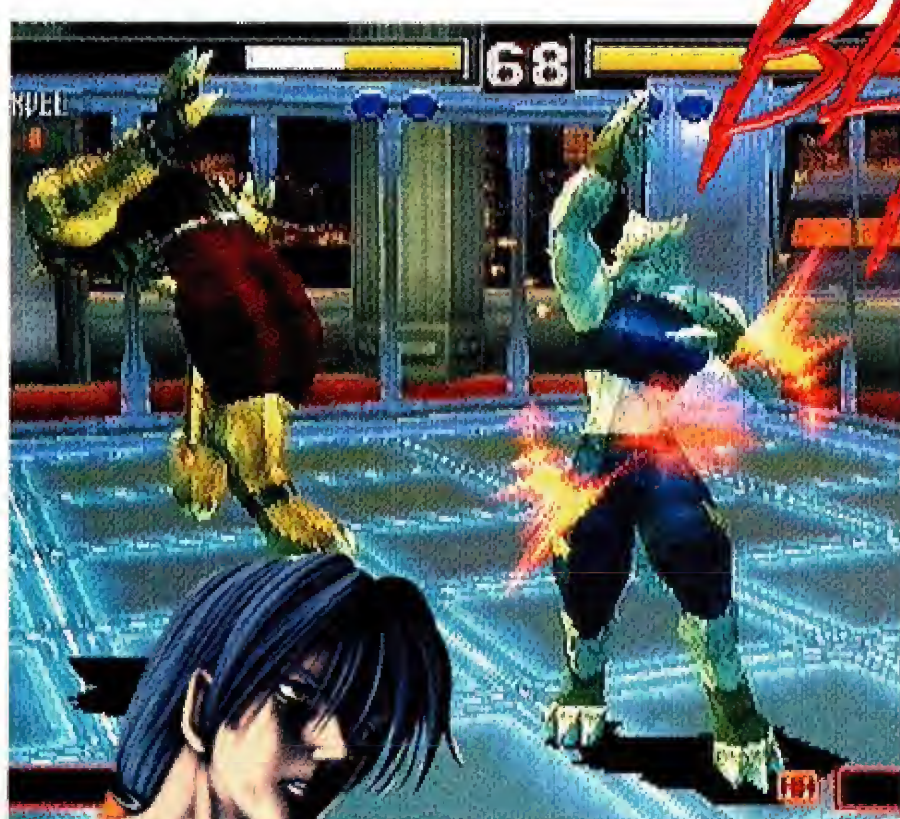
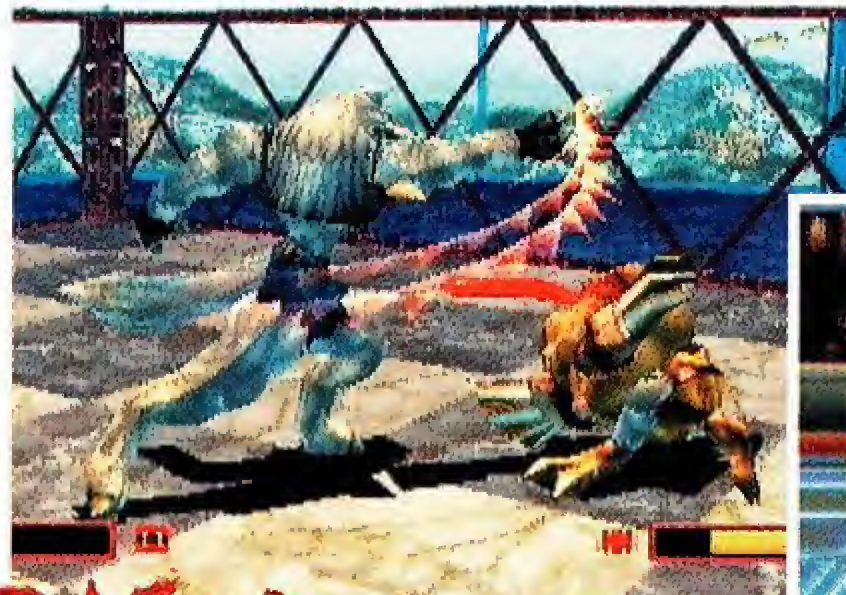


## BLOODY ROAR II

Sony CE • April • 1-2 Players



One of our favorite fighting-game creations of 1998 is back with a vengeance! When compared side-by-side, *Bloody Roar II* makes the original look a bit silly. *BR II* runs at 30 frames per second in hires mode. It's also pumped up with glorious dynamic lighting effects. New characters include Marvel the Leopard (we're assuming she's Gado's daughter), Jenny the Bat, Busuzima the Chameleon and Stun the Insect. Returning characters Yugo, Alice, Long and Gado complete the package nicely. Bakryu and Uriko have been modified, both in looks and in characterization. Bakryu is now a young man and Uriko has the ability to transform into a half-feline instead of a huge monster. Noticeably absent is Greg the Gorilla, but hey, he kinda sucked anyway. *Bloody Roar II* features a Super Move known as "Beast Drive"; a special attack which can only be done while in Beast mode. Whether a character's Beast Drive attack connects or not, they revert to human mode after it has been performed. The visuals during a Beast Drive attack are insane; the background shifts itself into a crazy, gridded-out, *Tron*-looking thing. During this period, characters perform a special move. Chameleon, for example, lashes his tongue out to grab his opponent and slam him back and forth into the ground. This game rules! Check future issues of T&T for our exclusive *Bloody Roar II* strategy guide.







# PIKACHU GENKI DE CHU

UPDATE!

Nintendo • Possible 1999 • 1 Player

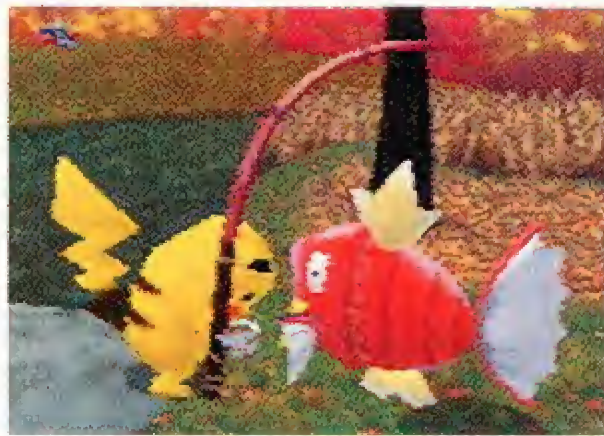
**SUPER**  
**輸入**  
**IMPORT!**

Pikachu is left to take care of the caterpies while mom's away. When one of them gets discolored and sick, Pikachu has to go up to a tree and get a healing fruit. The player uses the mic and says, "Thunder Shock" (in Japanese) to instruct Pikachu to zap down some fruits!



We finally got our hands on this funky microphone game, *Pikachu Genki De Chu* ("Pikachu Kiss with Happiness"). The microphone plugs into the fourth controller port and it comes with a harness that allows you to attach it to the N64 controller. The point of the game, at first, is to befriend Pikachu. Every morning he shows up at your door and asks you to come out to play. There are various games that you can play with Pikachu, like collecting food for Bulbasaur, finding the lost Poli-wags, fishing, etc. Each game requires you to instruct Pikachu with voice commands. For example, in the fishing game, you tell Pikachu to "pull" whenever a fish starts tugging at his pole. Your score depends on the size of the fish Pikachu caught. Once Pikachu trusts you enough, you can take him home and new games will open up. Most of the scoring is decided on how effective you were in communicating with Pikachu. Judging from the huge success of

*Pokémon* here in the U.S., Nintendo would be wise to release this here. We're hoping we can speak to him in English soon!



# DRIVER

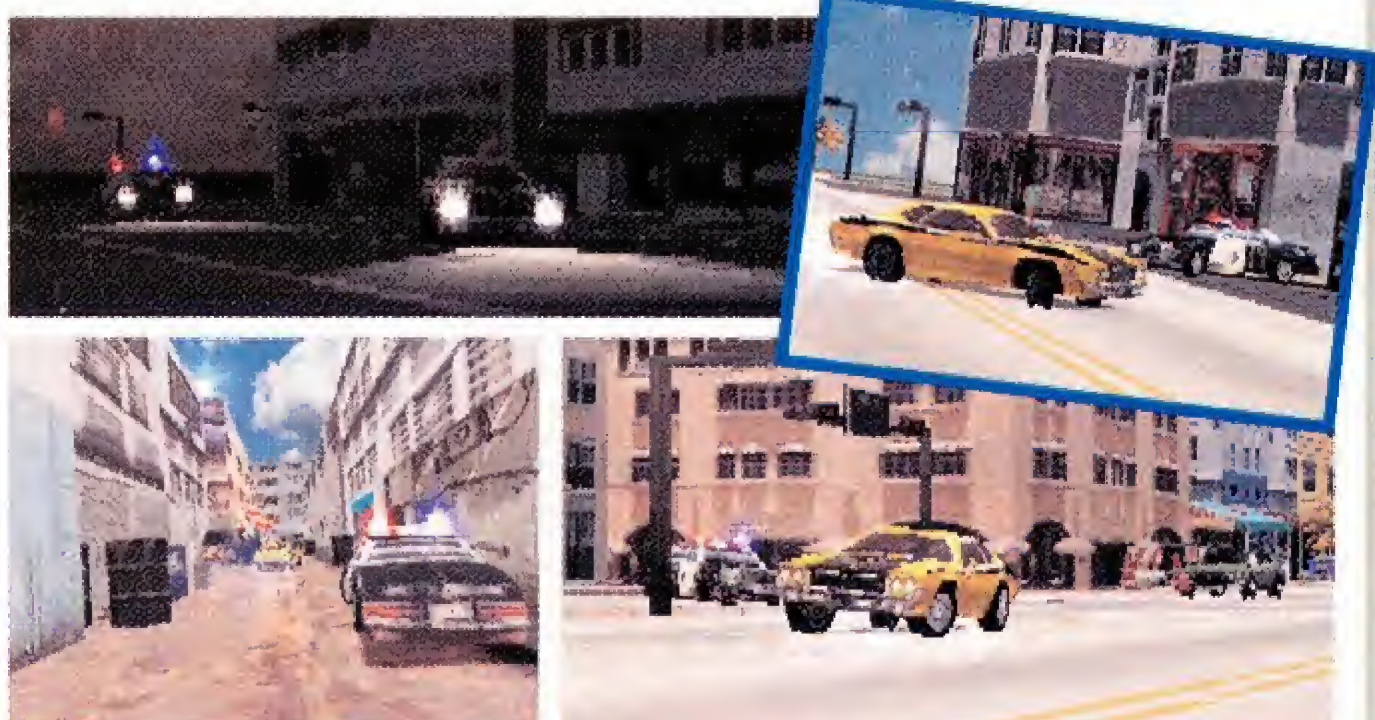
GT Interactive • August • 1 Player



Painstakingly crafted by Reflections—the developer behind the *Destruction Derby* games on the PlayStation—*Driver* is looking hot. Set in the '70s, the player assumes the role of an undercover cop named Tanner. Not just another driving game, *Driver's* meat and potatoes are in its adrenaline-packed, Hollywood-style car chases. Mission-based levels are set in four of the nation's largest cities: New York, Miami, Los Angeles and San Francisco. In order to get as true-to-life as possible, the design team recorded and compiled hours of videotaped footage from each actual city, one block at a time. The resulting effect is a living, breathing game environment filled with shops, alleyways, famous landmarks, cops on patrol, motorists, pedestrians and even a real-time network of traffic lights. Posing as a "getaway driver"-for-hire, Tanner must infiltrate a nationwide crime ring (i.e. the mob) in order to take it out. Once a "job" is accepted, Tanner must make his pickup at a specific time. Arrive too soon and you'll run the risk of being spotted by the law; get there too late and you may end up with cement overshoes. There are so many cool details put into this game, it's not funny. For instance, the player could be flying down the street, when all of a sudden, a passing patrol car hits his lights and does a screeching 180° to begin pursuit. The action is absolutely intense, with crunching metal, smoking tires, flying hubcaps and diving pedestrians! *Driver* will offer two gameplay modes. Story mode offers the full experience, while Chase mode provides a perfect outlet for quick and dirty, "mission-less" fun on the road. The Reflections team is toying with the idea of adding an additional option which would allow the player to become the cop, although nothing is set in stone at this point. They're also hoping to integrate a Link cable feature for two player mayhem. This thing's gonna explode!



Three view-points are available on the fly: Chase, top-down and behind the dash. You'll even be able to look out the side windows!







## BUST A GROOVE 2

Enix • Possible 1999 • 1-2 Players

That's right, the all-night dancing still goes on in *Bust A Groove 2*! A lot of the old characters from *Bust A Groove* make their return in different outfits, while new characters like Comet—the burger fountain waitress on skates—are introduced. The biggest difference veteran players will notice is that every character has his or her own specific button combos rather than sharing the same commands like in the previous version. Every button will represent a little shake here and a hand gesture there. Now you have to really groove, because every button has to be pressed in rhythm. The dancers will actually dance out of synch if you don't have any rhythm! Like the original game, each stage will have funky things happening in the background as you dance: you'll warp through a black hole in space, sushi will start dancing, Buddha comes flying out, etc. You can also expect some secret events to occur if you pull the right moves, but hey, that's what we're here for! So get down!



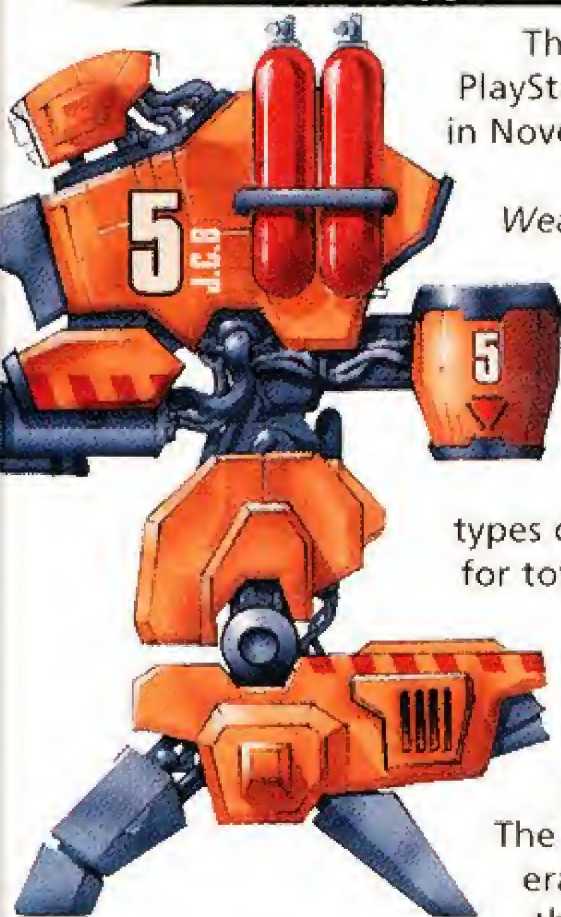
**SUPER**  
**輸入**  
**IMPORT!**

Shorty boogies down on a moving raft in a stage that looks oddly like Tom Sawyer's Island!



## G-POLICE: WEAPONS OF JUSTICE

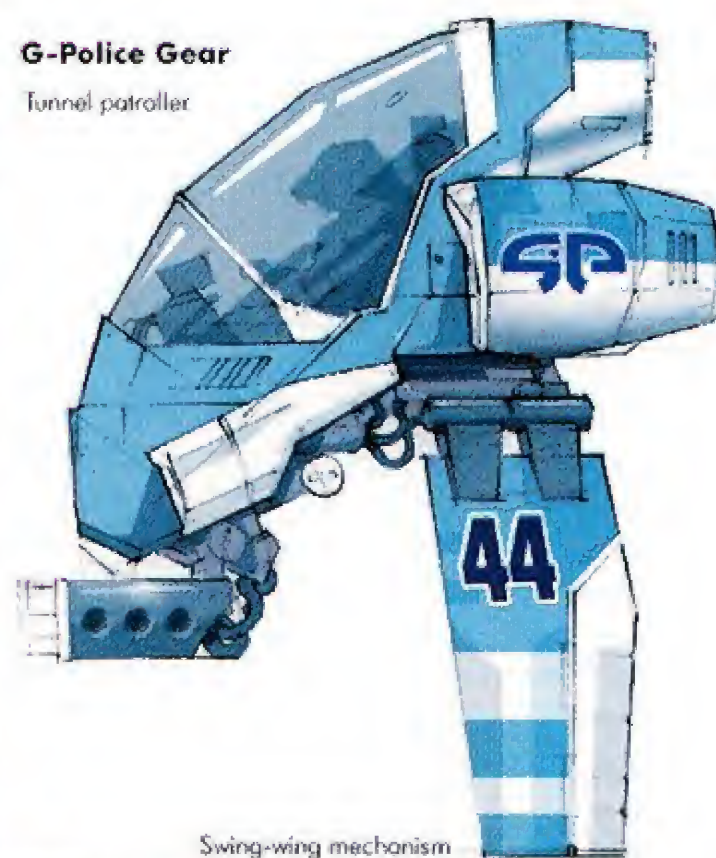
Psygnosis • Available Now • 1 Player



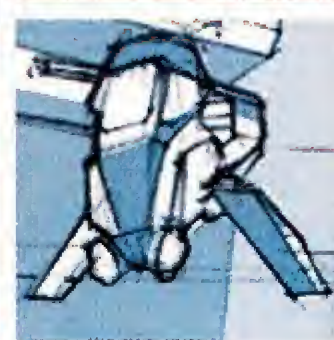
The original *G-Police* for the PlayStation hit shelves way back in November of '97, and now it's time for the sequel. With *Weapons of Justice*, Psygnosis has made a good thing even better. There are thirty brand-new missions, five different types of air- and land-based vehicles and 25 types of super-charged weapons for total killing satisfaction. The design team has taken the control system from the first *G-Police* and tweaked it to allow for a more intuitive experience. The sequel also features a tolerable learning curve, something the original game fell short on. Grab a Dual Shock and get ready to regain control of a futuristic world gone mad!



G-Police Gear  
Tunnel patroller



Swing-wing mechanism



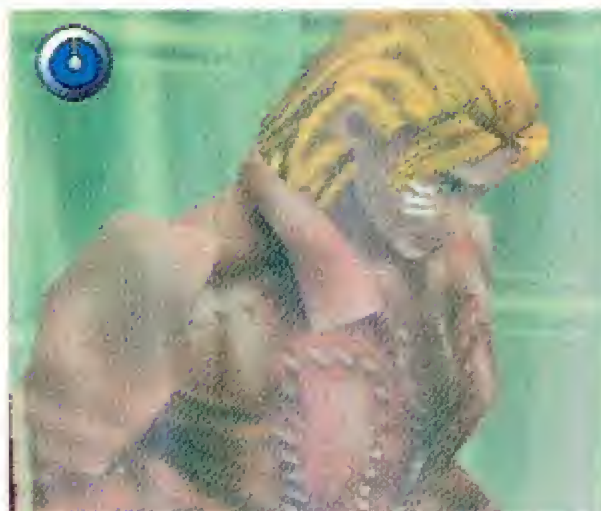




**UPDATE!**



**You can evade your opponent while waiting for the attack bar to charge. Once you engage, you then choose your type of attack. If you're positioned correctly, you'll deliver an effective blow!**



**SUPER**  
**輸入**  
**IMPORT!**

200 mph racing comes to the Dreamcast with Sega's *Superspeed Racing*. Officially licensed by CART (Championship Auto Racing Teams), the game features the real names of championship drivers. By using the incredible processing power of the Dreamcast, players will experience the intense sense of speed that defines CART racing. There are 27 cars and 17 different teams to choose from, not to mention 19 tracks including a super speed oval track for burning rubber! The game was designed with the help of CART's championship racing team "Team Rahal" to give you the real subtleties of the nose-to-tail battle in racing. The game is currently available for Japan and supports the new steering wheel for the Dreamcast. We'll let you know as soon as we hear details about a U.S. release.







## JADE COCOON: THE STORY OF TAMAMAYU

Crave • 2nd Quarter 1999 • 1 Player

**SUPER  
輸入  
IMPORT!**

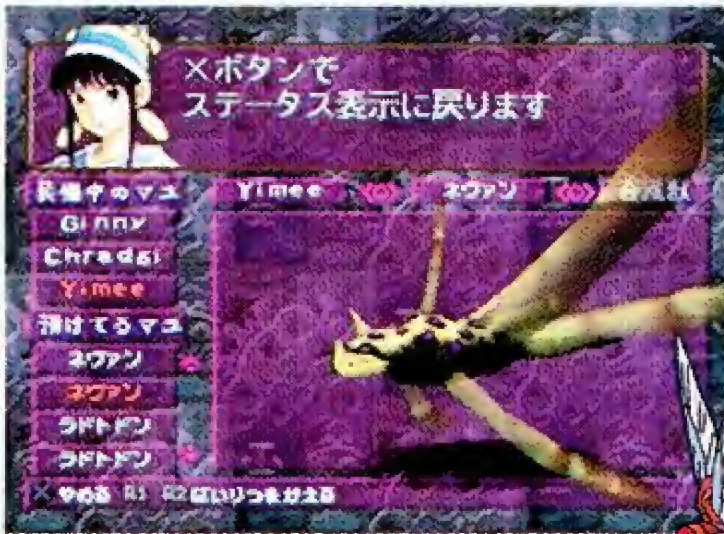
Levant gets ready to capture a monster. Is that an ocarina?



Crave Entertainment has announced its partnership with Japanese developer, Genki, to release *Jade Cocoon: The Story of Tamamayu* here in the U.S.!

Genki is known for developing *Tokyo Highway*

and the conversion of *Virtua Fighter 3TB* for the Dreamcast. The character design for this new RPG was done by Kondo Katsuya, the character designer for Studio Ghibli (*My Neighbor Totoro*, *Princess Mononoke*, etc.) You play as Levant, a Cocoon Master, and you must protect your village, Syrus, from intruders from the surrounding forest. The Cocoon Master is able to capture wild monsters (much like Pokémon) and combine them with other monsters to create new ones to fight against the enemy. The game features several anime cut scenes to propel the story, but the in-game graphics feature lavish environments and sharp-looking characters. The game is already out in Japan but should reach America this year.



## BEETLE ADVENTURE RACING

Electronic Arts • 2nd Quarter 1999 • 1-2 Players

**TIPS  
PICK!  
TRICKS**



Watch out for the steaming hot lava! There are tons of alternate paths to choose from.

Raaaarrr! Like Jurassic Park: The Ride, a T-Rex comes screaming out of the trees!



Electronic Arts is at it again! Get ready for *Beetle Adventure Racing*, a game that features everyone's favorite new Volkswagen Beetle. Originally, this game was intended to be the first N64 title in the company's popular *Need for Speed* series, but EA changed their minds and decided instead to make a fun, action-packed driving game that has more in common with *Diddy Kong Racing* than with *Gran Turismo*. It's a unique game combining elements of a real driving sim with outrageous tracks. Expect various alternate routes, where players can find power-ups like Nitro boxes and bonus points. The objective is still to win the race, but bonus points acquired from the power-ups will also be tallied to give you extra continues. There are all kinds of destructible items all over the tracks, like road signs, barrels and even church windows! Players can open up new tracks by increasing the difficulty level, much like *Wave Race*. Although there are no other cars besides Beetles, you'll get to open up new paint jobs as you beat the game. With its open environments and smooth tracks, all of us here at the *TIPS & TRICKS* office agree that this may be one of the best-looking racing games coming out for the N64!







## EVOLUTION

Sting • Possible 1999 • 1 Player

SUPER  
輸入  
IMPORT!



## POINT BLANK 2

Namco • 2nd Quarter 1999 • 1-2 Players

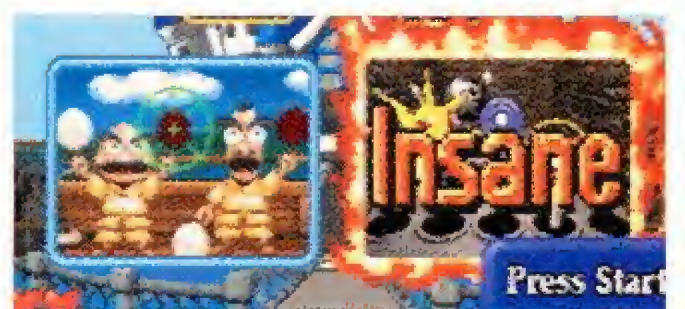
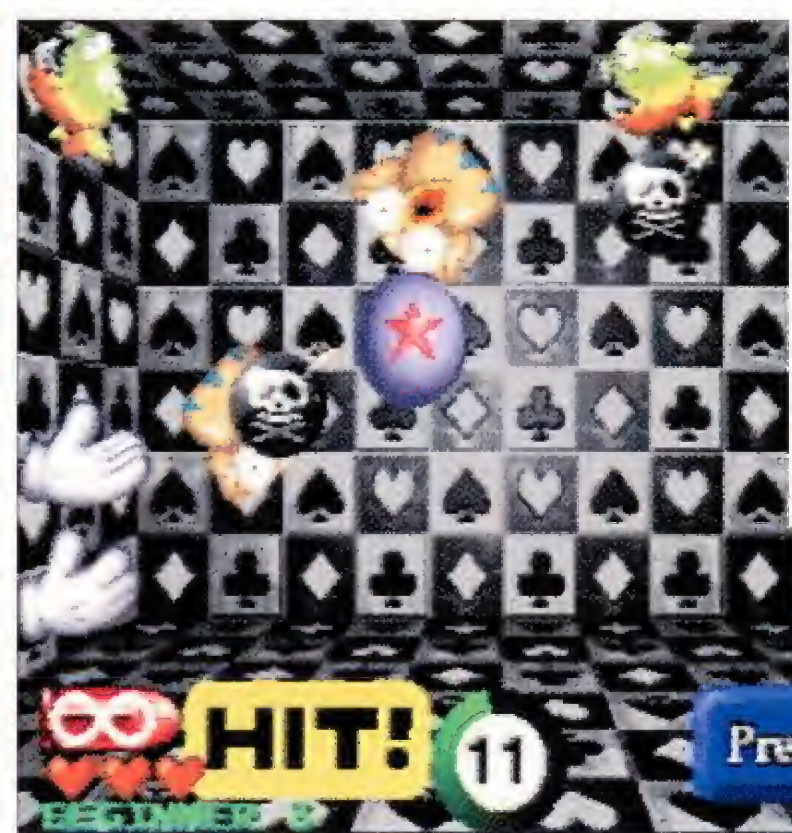
SUPER  
輸入  
IMPORT!



Those two crazy guys who look like Ernie and Bert are back in *Point Blank 2*! This sequel to the original *Point Blank* brings you more shooting gallery-style action with your Guncon. Several different modes are selectable like Endurance, Arcade, Theme Park, etc. Each one gives you a series of mini games that tests your speed and accuracy. Each challenge is different and the mini-games are briefly

explained prior to the start so pay attention! The two-player mode doubles the excitement by pitting players against each other. Most of the two-player games involve shooting your own specific target while avoiding your opponent's. Hitting your opponent's targets will subtract your life. Harsh! The game is packed with humor and imagination, making

it the ultimate party attraction for your PlayStation. The game is currently available in Japan, but it looks like Namco is pretty much finished with the English localization so we should be seeing it here very soon. Start polishing that Guncon!



TIPS &  
PICK!  
TRICKS



Select Games  
**Select Games**  
Select Games





SF III: Third Strike - Arcade



Fighter Maker - PlayStation



Goemon's Great Adventure - N64



Goemon's Great Adventure - N64



Um Jammer Lammy - PlayStation



Final Fantasy VIII - PlayStation



R/C Re-Volt - N64



Xtreme 3 - PlayStation



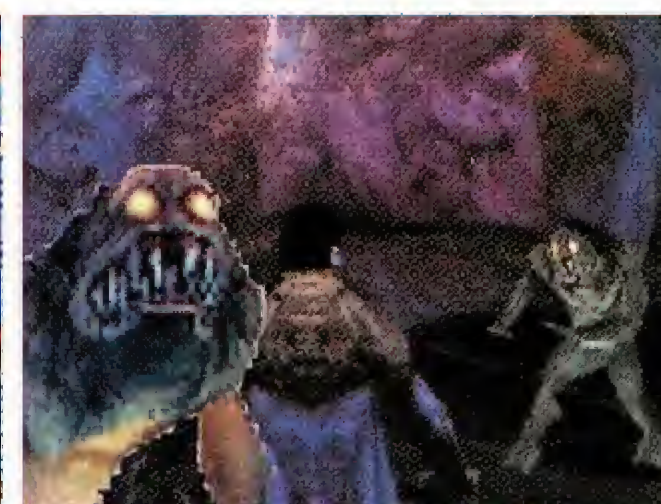
Football - DC



Football - DC



Marvel vs. Capcom - DC



Soul Reaver - PlayStation



Ready to Rumble - DC



Under Cover - DC



Evil Zone - PlayStation



Evil Zone - PlayStation



Maken X - DC



The Seven Secret Chambers - DC



Road Rash - N64



Rugrats Scavenger Hunt - N64



Fishing Rod Controller - DC



Zelda on the PC



Zelda on the Nintendo 64



MLB 2000 - PlayStation





**PLAYSTATION  
2000:  
"THE EMOTION  
ENGINE"**

- Lots of Dreamcast software development news! After months of keeping our mouths shut (those NDAs are a killer!), we can now finally show you **Sega's super-secret football game for the Dreamcast**. According to Sega and the developers at Visual Concepts, this title will set a new benchmark for football

• **Legacy of Kain: Soul Reaver**, Crystal Dynamics' heavily-publicized PlayStation game, has been delayed yet again. The latest version we recently received indicates to us that quite a lot of work has yet to be completed for this game. Expect a late March release at the earliest.



## COULD THE ULTIMATE FIGHTING GAME BECOME A REALITY?

- Nintendo is hopping mad over a Nintendo 64 emulator circulating around the web called UltraHLE. It allows you to play N64 games on any high-powered PC with a 3DFX card. We've seen *Zelda: Ocarina of Time* and it looks and plays absolutely spectacular. Even though the UltraHLE emulator is a truly hair-raising achievement, we definitely don't condone its use nor do we recommend it to our readers. At press time, Nintendo has filed suit against the creators of UltraHLE. We'll have to wait and see how this one shakes out.



## GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

### NINTENDO 64 APRIL

1	All-Star Baseball 2000	Acclaim
2	Bottom of the 9th	Konami
3	Fighting Force	Crave
4	Goemon's Great Adventure	Konami
5	NBA In the Zone 99	Konami
6	Quake II	Activision
7	Rampage 2: Universal Tour	Midway
8	Roadsters 99	Titus
9	Shadowgate	Kemco
10	Super Smash Brothers	Nintendo
11	Triple Play 2000	EA Sports
12	World League Soccer 99	Eidos

### MAY

13	All Star Tennis 99	Ubi Soft
14	Animaniacs Ten Pin Alley	ASC
15	F-1 Racing Sim	Ubi Soft
16	Hybrid Heaven	Konami
17	Ken Griffey Jr. Baseball 2	Nintendo

### JUNE

18	Airboardin' USA	ASCII
19	Earthworm Jim 3D	Take 2
20	Gauntlet 3D	Midway
21	Playmobil	Ubi Soft
22	Rayman 2	Ubi Soft
23	Superman	Titus
24	World Driver Championship	ASCII

### 2ND QUARTER '99

25	Carmageddon	Interplay
26	Caesar's Palace	Crave
27	Earthbound	Nintendo
28	Gex 3: Deep Cover	Eidos
29	Harrier 2001	Video Systems
30	Harvest Moon	Natsume
31	Jeff Gordon Racing	ASC
32	Jest	Ocean
33	Jet Force Gemini	Rare
34	Jungle Bots	Titus
35	Legend of the River King	Natsume
36	Legend of the Sea King	Natsume
37	Perfect Dark	Rare

38	Quake II	Activision
39	Radikal Bikers	Midway
40	Road Rash	THQ
41	Shadow Man	Acclaim
42	WCW Nitro	THQ
43	Winback	Koei
44	V-Rally	Infogrames

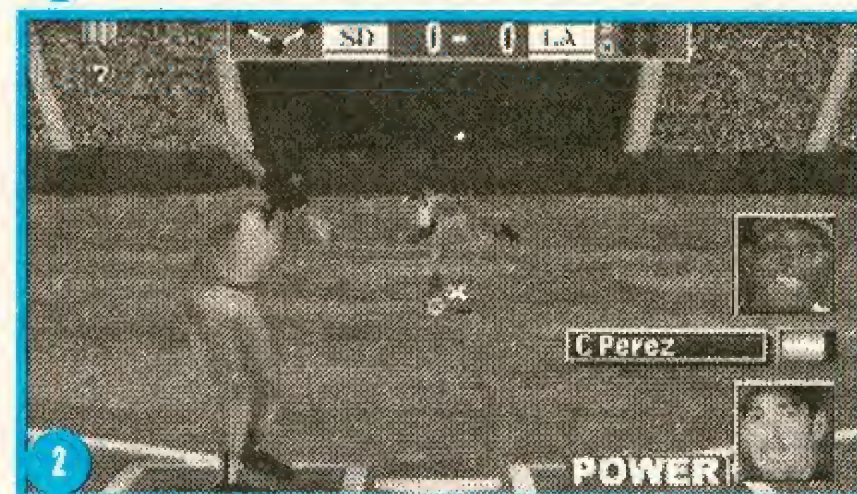
### 3RD QUARTER '99

45	Bomberman 2	Hudson
46	Command & Conquer	Nintendo
47	Duke Nukem: Zero Hour	GT
48	Looney Tunes: Space Race	Infogrames
49	Ronaldo Soccer	Infogrames
50	Starcraft	Nintendo
51	Tasmanian Express	Ocean
52	WWF: Attitude	Acclaim
53	X-Men	Activision

### POSSIBLE IN '99

54	1080° Snowboarding 2	Nintendo
55	Assault	Telstar
56	Banjo Tooie	Rare
57	Battlezone	Activision
58	Blitz 2000	Midway
59	Blues Brothers 2000	Titus
60	Bomberman 2	Hudson
61	Chameleon Twist 2	Sunsoft
62	Charlie's Blast Territory	Kemco
63	Daikatana	Eidos
64	Dethcarz	GT
65	Donkey Kong Country	Nintendo
66	Hercules: The Legendary Journeys	Titus
67	Lego Racers	Lego Media
68	Mario Golf	Nintendo
69	Nuclear Strike	THQ
70	Ogre Battle 3	Nintendo
71	Pikachu Genki De Chu	Nintendo
72	Pitfall	Activision
73	Pokemon Snap	Nintendo
74	Pokemon Stadium	Nintendo
75	Pokemon Stadium 2	Nintendo
76	Quest for Camelot	THQ
77	Rakuga Kids	Konami

78	Re-Volt	Acclaim
79	Ready 2 Rumble Boxing	Midway
80	Rollerball	MGM
81	Space Invaders	Activision
82	Spider-Man	Activision
83	Star Wars: Pod Racer	Nintendo
84	Super Mario 64 II	Nintendo
85	Super Mario RPG 2	Nintendo
86	Tamagotchi	Bandai
87	Turok 3	Acclaim
88	Vigilante 8: Second Offense	Activision
89	WCW 99	EA Sports
90	Xena: The Warrior Princess	Titus



### PLAYSTATION APRIL

1	3 Extreme	SCEA
2	Alien Resurrection	Fox
3	Attack of the Saucermen	Psygnosis
4	Bomberman Fantasy Race	Atlus
5	Carmageddon 2	Interplay
6	Darkstone	Take2
7	F1 Racing Sim	Ubi Soft
8	Goemon's Great Adventure	Konami
9	High Heat Baseball 2000	3DO
10	Kawasaki Motocross	Activision
11	Legend of Legaia	SCEA
12	MLB 2000	989
13	Monaco Grand Prix	Ubi Soft
14	Rampage 2: Universal Tour	Midway
15	Rat Attack	Mindscape
16	Shadow Madness	Crave
17	Shao Lin	THQ
18	StarCon	Accolade
19	Street Fighter Alpha 3	Capcom
20	Tiny Tank	MGM

\* Publishers, please contact us with updates and/or corrections.  
• Denotes that the game is available on import as of press time.



MAY

# JUNE

## 2ND QUARTER '99

## 3RD QUARTER '99

## POSSIBLE IN '99

## MAY

## POSSIBLE IN '99

69





## AERO GAUGE

### Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold L + R + Z on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap Up on the D-pad and the C button at exactly the same time (also on Controller 2); you must also be sure to release those two buttons at exactly the same time. Finally, press START or A on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the R button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

### Turbo Start

At the starting line, hold the A and B buttons. When the announcer says, "Set, Ready, GO!" release the B button just before he says "GO!" This gives you a speed boost at the start of the race.

### Turbo Boost

During a race, hold the A button to accelerate, hold Z and point the joystick hard Left or Right, then release both buttons and quickly press A again. This is a difficult trick to perform, but if you do it successfully, you'll hear a sound and you'll get a burst of speed.

## AEROFIGHTERS ASSAULT

### Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: Up, C, Left, C, Down, C, Right, C, L, R, Z. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

### Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press C, C, C, C, C, C, C, C. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may already have access to Mao Mao if you continued more than three times in the Tokyo stage.

### Secret Character: Spanky

To access another secret character, you must complete the following requirements:

- 1) Earn more than 170,000 points by the end of the Pacific Ocean stage; this will allow you to play the first bonus stage, "Air Landing".
- 2) Clear the Tokyo, Pacific Ocean and Air Battle stages in less than 1,400 seconds; this will allow you to play the Desert stage during day-time.
- 3) If you clear the daytime Desert stage, you'll access the second bonus stage, "Shuttle Defense."
- 4) If you clear the "Air Landing" and "Shuttle Defense" bonus stages, you'll enter the third bonus stage, "Goliath Defense," after the Fortress level.
- 5) If you clear the "Goliath Defense" bonus stage, you'll enter the fourth bonus stage, "Space," after the Antarctic Ocean and Ice Cave levels.
- 6) If you clear the "Space" bonus stage, you'll be able to access Spanky, an X-29 pilot.

## ALL-STAR BASEBALL 99

### Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:  
 A T E M Y B U I K—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode  
 P R P P A P L Y R—Players are paper-thin  
 G O T H E L I U M—Players' heads, feet, hands and bats are big  
 A B B T N C S T L O—Some players are fat, others are thin  
 B B N S T R D S—Big baseball  
 G R T B L S F D S T—Ball leaves a smoking trail  
 Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during game-play with the following button codes; you don't need to enter the above passwords to use these:

- Players are paper-thin—Pause the game, then hold Z and press C, C, A, C, C, C, C, C, C, C
- Players' heads, feet, hands and bats are big—Pause the game, then hold Z and press C, C, A, C, C, C, C, B, C, C, C, C, C, C, C, C
- Some players are fat, others are thin—Pause the game, then hold Z and press A, C, C, C, C, C, B, C, C
- Big baseball—Pause the game, then hold Z and press C, C, A, C, C, C, B, A, C, C, C, C, C, C, C, C
- Baseball leaves a smoking trail—Pause the game, then hold Z and press B, C, C, C, C, C, C, B, A, C, C, C, C

## BANJO-KAZOOIE

### Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.
  - Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.
  - Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" to earn infinite Mumbo Tokens.
  - Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.
  - Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.
  - Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" for infinite air when underwater.
  - Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.
- For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

### Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret

Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.
- Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.
- Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.
- Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.
- Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.
- Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.
- Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.
- Enter "N O B O N U S" to deactivate all active codes.

## BATTLETANX

### Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

- M S T S R V V—Invincibility
  - C R S T L C L R—Invisibility
  - F R G Z—Giant frogs roam the streets
  - T D Z—Queen Lords are replaced by toads
  - W M N R S M R T R—Unlock Storm Ravens gang
  - L T S L T S G N G S—Select any gang in Campaign mode
- Special Weapons**  
 During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press A + B simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

## BIO FREAKS

### Secret Screen

Hold any C button down when you turn on the Nintendo 64; you'll hear an evil laugh and see a secret screen that shows the date the game was created.

### First-Person View

During any battle, hold Left on the D-pad or analog stick and press the START button to switch to a first-person view. To change back to the normal view, hold the pad or stick Down and press START again.

## BODY HARVEST

### Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

- Smart bomb—A, C, C, C, C, Left
- Refill health—Down, Up, Right, A, B, Left, C
- All artifacts—Up, C, C, Z, Up, Left
- Dancing Adam—Down, Up, C, Down, C, C
- Bad Adam—C, C, A, C, C, Left
- Tall Adam—B, A, C, A, C, A
- Short Adam—Down, C, A, Right, Z
- Kill Adam—B, Left, C, C, Down
- Blouse cheat—Z, C, C, B, Left, C
- Access all weapons—A, Right, C, C, C, A, A, Left
- More powerful weapons—C, C, Up, Z, Z, Left, C

Surreal Mode—C, Up, Right, Right, C, A, Left

Change Nearest Harvester into Mutant—C, Up, Z, Z, C, Right

Fat Legged Aliens—Left, A, Right, Down

## BOMBERMAN 64

### Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the START button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle-fields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

## BUST-A-MOVE 2: ARCADE EDITION

### Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

### Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or START to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

## CHOPPER ATTACK

### Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, START (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

## CLAY FIGHTER 63%

### Secret Options

At the character-select screen, hold the L button and press C, C, C, C, B, A. If performed correctly, the screen should flash with a white light. Exit this screen by pressing B, then access the Options screen; you'll find a new menu item called "Secret Options" which allows you to change the characters' size, select the stage you'd like to fight in and more.

### Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kiln—Hold the L button and press B, C, C, C, C, C, A
- Sumo Santa—Hold the L button and press A, C, C, C, C, C, B
- Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

# TIPS & TRICKS

## 50TH ISSUE SPECIAL

Since this is our 50th issue, we thought it would be fun to take a look back at the history of *TIPS & TRICKS* and point out some of the interesting things that we've experienced over the years. On the next 25 pages, you'll see the cover of every issue of *T&T* along with insider comments from the editors, detailing the highlights (and lowlights) of the magazine's past...and maybe a secret or two. We'd also like to take this opportunity to thank everyone who has contributed to *TIPS & TRICKS*—you know who you are. But more importantly, our sincerest thanks to those of you who buy the magazine and read it regularly. If you weren't there to support us, we wouldn't be here, busting out codes and basically enjoying the fact that we play video games for a living. We've tried very hard to convey that sense of joy in the pages of the magazine, and we hope you've been able to pick up on the vibe. *TIPS & TRICKS* is not about sales figures, industry politics or groundless rumors; it's about the joy of playing video games and the thrill of discovering their secrets. And if you're as passionate about that as we are...well, then we stand a pretty good chance of thriving for at least another 50 issues!









aliasing" feature; this makes the graphics appear more "pixelated"

**RA50**—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

**SPIRAL**—Makes the screen rotate continuously during a race

**SPYEE**—Overhead camera angle

**XCHARGE**—Infinite weapon energy and shield energy

**XXX**—Increases your vehicle's top speed

## F-1 WORLD GRAND PRIX

### Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. **Important:** You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

## F-ZERO X

### Cheat Code

At the "Select Mode" screen, press **L, Z, R, C**, **C**, **C**, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

### Shrink Vehicles

At the "Select Machine" screen, press **L + R + C** + **C**; all of the available vehicles will shrink.

## FIFA: ROAD TO WORLD CUP 98

### Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main

menu, then select the "Player Edit" option and follow the instructions below:

- **Small Players**—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".

- **Ghost Players**—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".

- **Invisible Players**—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".

- **Players Fall Down Randomly**—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.

- **Invisible Stadium**—Choose any team and change any player's name to "CATCH22".

- **Invisible Walls**—Choose the "Zone 4—UEFA" league, select the Wales team and change any player's name to "WARREN". Now the ball can't go out of bounds.

- **Black Line Mode**—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".

- **Upside-Down Screen**—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU". ...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".

- **Access Road to World Cup, Round 2**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup 98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.

- **Unlimited Player Attribute Points**—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.

- **Watch Victory Animations**—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup 98" from the main menu; when the round select screen appears, press **C** + **C** + **Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

## FLYING DRAGON

### Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times; a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

## FORSAKEN 64

### Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- **Turbo Crazy Mode**—**B, B, R, Up, Left, Down, C**, **C**

- **Psychidelic Mode**—**A, R, Left, Right, Down, C**, **C**, **C**

- **Wireframe Mode**—**L, L, R, Z, Left, Right, C**, **C**

- **Gore Mode**—**Z, Down, C**, **C**, **C**, **C**, **C**, **C**

- **Stealth Mode**—**Up, Up, Up, Up, Right,**

**Down, C**, **C**

- **Infinite Primary Weapon**—**A, R, Z, Right, C**, **C**, **C**, **C**

- **Infinite Secondary Weapon**—**B, B, Z, Left, Left, C**, **C**, **C**

- **Infinite Weapon Energy**—**L, Z, Left, Right, Down, Down, C**, **C**, **C**

- **Infinite Titans**—**A, B, L, Up, Up, C**, **C**, **C**, **C**

- **Infinite Solaris**—**B, L, L, Z, Up, Down, C**, **C**

- **Kill Enemies with One Shot**—**B, B, B, L, R, Left, Down, Down**

- **Freeze Enemies**—**R, Z, Right, Right, C**, **C**, **C**, **C**

**FOX SPORTS COLLEGE HOOPS '99**

### Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

**N O G G I N**—Big head mode

**G H O S T**—Ghost mode

**Z - W O O D**—Z-Axis basketball court

**T E A M - Z**—Z-Axis team

**N O F A N S**—Dark background, improved frame rate

**T R A I L S**—"Trippy" ball effect

**B U Z Z Z**—No shot clock

**T H I R T Y**—60-second game

**H O M I E**—Home team is favored

**M O N K E Y**—Alternate sound effects

## GLOVER

### Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the C buttons:

**Level select**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Open portals**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Open levels**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Locate Garibs**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Call ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Checkpoints**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Infinite lives**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Powerball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Control ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Infinite energy**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Enemy ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Low gravity**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Big ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Fisheye**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Camera rotate R**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Camera rotate L**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Mad Garibs**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Death spell**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Frog spell**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Hercules**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Speed up**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Boomerang ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Vanish ball**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Froggy**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**Secret cheat**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

**All cheats off**—**C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**

## GOLDENEYE 007

### Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold **L + R** and press **C**

2) Hold **L** and press **C**

3) Hold **L + R** and press **Left** on the D-pad

4) Hold **L** and press **Right** on the D-pad

5) Hold **R** and press **Down** on the D-pad

6) Hold **L + R** and press **C**

7) Hold **L** and press **C**

8) Hold **L + R** and press **Right** on the D-pad

9) Hold **L + R** and press **C**

10) Hold **L** and press **Down** on the D-pad

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

### Cheat Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

- To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.

- To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.

- To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.

- To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.

- To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.

- To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.

- To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.

- To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.

- To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.

- To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.

- To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.

- To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.

- To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.

- To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.

- To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.

## TIPS & TRICKS 50TH ISSUE SPECIAL



## Issue #3—Fall 1994

Here we spilled the codes for 60 secret characters in the arcade version of *NBA JAM Tournament Edition* and dished out 22 blood-soaked pages of *Mortal Kombat II* info. The highlight, though, is a three-page strategy guide for *The Peacekeepers*, a little-known Super NES game which most people dismissed as a simple *Final Fight* clone. After seeing this issue, a lot of people were surprised at the depth of this game; it was a perfect example of how *Tips & Tricks* can help you to get more out of a game without spoiling the player's fun.



## Issue #4—Winter 1995

Starting with this issue, *TIPS & TRICKS* was upgraded to bimonthly status and started to offer subscriptions; previous issues were only available on newsstands. The Winter 1995 edition had a detailed strategy guide on the under-rated Sega CD game *Panic!* plus all of the secret codes for the SNES and Genesis versions of *Mortal Kombat II* (including the infamous Genesis "Fergality"). We also devoted a ridiculous 15 pages to the digitized 3DO fighting game *Way of the Warrior*. Ha ha ha ha ha! What were we thinking?









You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

## Fireworks

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

## MARIO KART 64

### Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

### Course Ghosts

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 to beat him.

- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

## MIKE PIAZZA'S STRIKE ZONE

### Secret Codes

During the game, press START to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats—L, R, L, R, B, L, B, A, Right
- Red bats—L, R, L, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C, L, A

- Activate all options on the Pitch menu—L, R, L, R, C, A, Z, C, A, R, L

### See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press R, A, Z, R, C, A, B; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

### Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press C, R, B, B; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

## MISSION: IMPOSSIBLE

### Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—C, A, Z, C, A, Z, C, A
- Big Feet Mode—C, R, Z, C, A, C, A
- Kids Mode—C, R, C, A, R, L, Z
- Start with Uzi Sub Machine Gun—C, C, C, C, C, R

- Start with Mini Rocket Launcher—R, L, C, C, C, C

- Start with 9mm High Power Gun—R, L, C, C, C, A

- Start with 7.65 Silenced Pistol—C, A, L, C, C, C, C, A

## MORTAL KOMBAT 4

### Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (C, C) in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

### Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously.

- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously.

## MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

### Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D T S" to see the credits from the end of the game

### Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

### Combos

- 3 Hits—High Punch, High Punch, Low Punch
- 5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
- 6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

### Stage Passwords

- Wind Stage—T H W M S B
- Earth Stage—C N S Z D G
- Prison Stage—R G T K C S
- Water Stage—Z V R K D M
- Fire Stage—J Y P P H D
- Bridge of Immortality—Q F T L W N
- Qhan Chi's Fortress—Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold A to warp to the battle with Quan Chi or B to fight Shinnok.

## MORTAL KOMBAT TRILOGY

### Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press C, C, A, B, C, C, C, C. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now

Kameleon is a selectable character at the character-select screen.

### Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

### Play as Shao Kahn

Choose any character, hold High Punch + Low Punch and point the D-pad or joystick Down before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This only works in certain stages, including the Rooftop and The Pit 3.

### Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Pong.

### Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to Galaxian.

### Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the Z button; if you do this, the winner of that match will get to play a hidden game that's similar to Space Invaders. This game also appears if you play 150 consecutive games in two-player mode.

### Stage Select

At the character-select screen, highlight Sonya, hold Up and press START, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

### Super Hard Mode

At the character-select screen, highlight Kano, hold Down and press START, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kameleon and Motaro—followed by a whopping eight endurance matches.

### Free Play

When the "story" screens appear during the game's demo mode, quickly press Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

### Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

### Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High

Punch, High Punch, Low Punch, Low Punch (that's C, C, C, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press START to access the Kombat menu, then hold Up and press START. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

## MULTI RACING CHAMPIONSHIP

### Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press B; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

## NAGANO WINTER OLYMPICS '98

### Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A.

## NASCAR 99

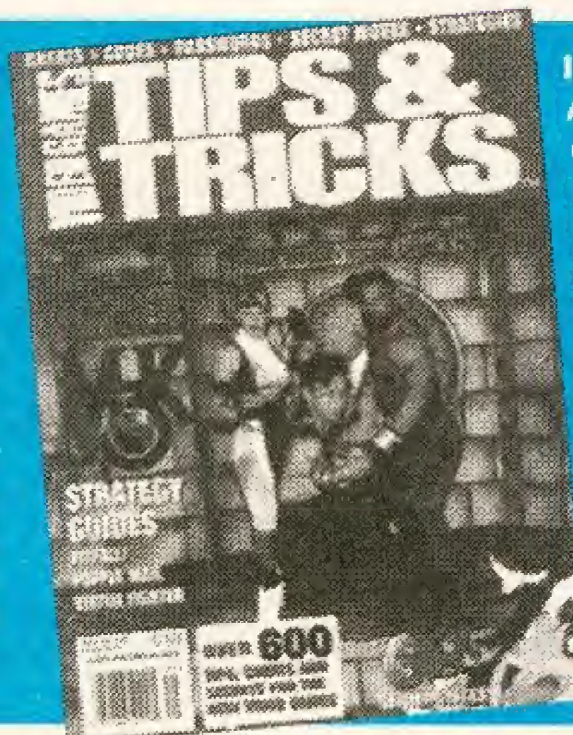
### Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C, C, C, C, L, R, L, R, Z, Z
- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C, C, C, C, L, R, L, R, L, R
- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice.
- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C, C, C, C, Z, Z, Z, L, Z, Z
- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C, C, C, C, C, C, C, C, C, C, C, L, R

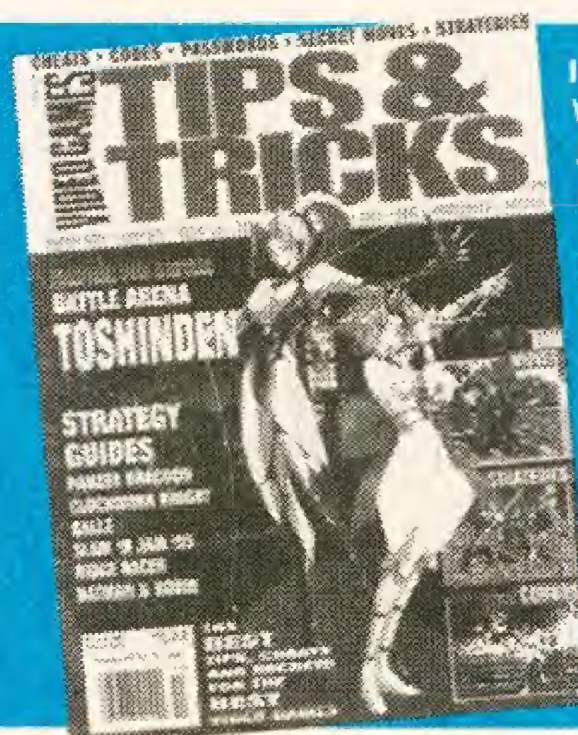
Once you have unlocked a driver this way, that driver will also be available in Championship mode.

## TIPS & TRICKS 50TH ISSUE SPECIAL



### Issue #7—September 1995

A changing of the guard—we introduced our new Executive Editor Betty Hallock and said goodbye to the freelance writer who wrote this issue's Gex strategy guide. (We discovered that he had sold the exact same article—pictures and all—to the now-defunct Flux magazine.) Otherwise, this was a typical issue with more Mortal Kombat 3 arcade coverage and a cool photo cover featuring Kerri Hoskins (Sonya), Tony Marquez (Kung Lao) and John Parrish (Jax). Tyrone's Virtua Fighter blow-out was our very first Saturn strategy guide.



### Issue #8—October 1995

We welcomed the Sony PlayStation to America with coverage of Ridge Racer and Battle Arena Toshinden—and the half-naked illustration of Toshinden's Sonya on the cover didn't hurt our sales one bit, if you catch our drift. Other strategy guides covered Clockwork Knight and the original Panzer Dragoon for the Saturn as well as a stage-by-stage breakdown of the Genesis Adventures of Batman & Robin cart, a game described by Tyrone today as "one of the most difficult games ever made for any game system."





## NBA HANGTIME

### Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold Right, press Pass, Pass

Big Head—Hold Up, press Turbo + Pass simultaneously

Rooftop Court—Hold Left, press Turbo, Turbo

ABA Ball—Hold Right, press Shoot, Turbo, Pass

Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the Turbo, Shoot and Pass buttons to change the numbers in the box at the bottom of the screen.

Baby Sized Players—025

No Music—048

Tournament Mode—111

Fast Passing—120

Stealth Turbo—273

Max. Speed—284

No Pushing—390

Unlimited Turbo—461

Hyper Speed—552

Max. Blocking—616

Quick Hands—709

Max. Power—802

Goaltending Allowed—937

## NFL BLITZ

### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322 SAL—0201

JAPPLE—6660 JENIFR—3333

LUIS—3333 DANIEL—0604

JASON—3141 ROOT—6000

BRAIN—1111 GENTIL—1111

RAIDEN—3691 ROOT—6000

SHINOK—8337 SKULL—1111

THUG—1111 FORDEN—1111

CARLTN—1111 VAN—1234

BILLZ—0526 ZZ—1221

JIMK—5651 MARKA—1112

ED—3246 TODD—1122

MITCH—4393 JOHN—5158

JOSH—4288 RYAN—1029

BETH—7761 BRIAN—0818

GRINCH—2220 PAULO—0517

LT—7777 NICO—4440

GATSON—1111 ROG—8148

MONTY—1836 SHUN—0530

GENE—0310 PAULA—0425

DBN—6969

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Powerup Blockers—3-1-2-Left

Powerup Speed—4-0-4-Left

Powerup Teammates—2-3-3-Up

Powerup Defense—4-2-1-Up

Powerup Offense—3-1-2-Up

Infinite Turbo—5-1-4-Up

Fast Turbo Running—0-3-2-Left

Super Field Goals—1-2-3-Left

Super Blitzing—0-4-5-Up

Hyper Blitz—5-5-5-Up

Fast Passes—2-5-0-Left

No First Downs—2-1-0-Up

No Interceptions—3-4-4-Up

No Punting—1-5-1-Up

Allow Stepping Out of Bounds—2-1-1-Left

No Play Selection—1-1-5-Left

Late Hits—0-1-0-Up

Turn Off Stadium—5-0-0-Left

Tournament Mode—1-1-1-Down

Show Field Goal %—0-0-1-Down

No Random Fumbles—4-2-3-Down

No CPU Assistance—0-1-2-Down

Smart CPU Opponent—3-1-4-Down

Invisible—4-3-3-Up

Hide Receiver Name—1-0-2-Right

Big Head—2-0-0-Right

Huge Head—0-4-0-Up

No Head—3-2-1-Left

Team Big Heads—2-0-3-Right

Headless Team—1-2-3-Right

Team Tiny Players—3-1-0-Right

Team Big Players—1-4-1-Right

Show More Field—0-2-1-Right

Night Game—2-2-2-Right

Weather: Rain—5-5-5-Right

Weather: Snow—5-2-5-Down

Weather: Clear—2-1-2-Left

Fog On—0-3-0-Down

Thick Fog—0-4-1-Down

## NFL QUARTERBACK CLUB 98

### Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

G L Y T H M D—Giant players

S M L M D G T—Tiny players

B B M N T B L—Players are tall and thin

J P N S M W R—Players are short and fat

T R N T D L F R—Passing accuracy is at zero for all quarterbacks

B R D W Y N M T H—Passing accuracy is at maximum for all quarterbacks

C R L L W Y S—Acceleration attribute is at maximum for all players

W L T R P Y T N—Agility attribute is at maximum for all players

S T Y C K Y H N D S—Hands attribute is at maximum for all players

M C H L J N S N—Speed attribute is at maximum for all players

R N L D S W Z N G R—Strength attribute is at maximum for all players

Y N S T Y N S—Discipline and Awareness attributes are at maximum for all players

B G B F Y D F—All attributes are at maximum for all defensive players

B G B F Y F F—All attributes are at maximum for all offensive players

L L D F S C K—All attributes are at zero for all defensive players

L L F F S C K—All attributes are at zero for all offensive players

S P R T M M D—All players' attributes are at maximum

P W H Y R M N—All players' attributes are at zero

S P R B G R M S—Quarterbacks can throw the ball 100 yards, kickers can kick the ball 100 yards

S P R T R B M D—Super turbo mode

F R M B Y F R M—Slow motion mode

D W N D R V—Eight downs instead of four

N B C T C K L S—Computer-controlled players don't try to tackle

S P R D P R T C K L—Super-duper tackles

T G H T G R P—No turnovers

G T N H N D S—Nearly every hit causes a fumble

S P R S L Y D—Slippery field

B G S P R D V—Dive distance is greater

L D S T R T R K—Passes appear instantly in receivers' hands

L W Y S T P S S—Passes are always tipped

B G T W S T R S—Ball carrier spins and spins until he's tackled

M N F L D M D—All players do the "up and over" dive every few seconds

P B Y B Y M D—All players crawl like babies

Y L C T R C F B—Players move around like the old "electric football" games

S N W S L D S—Players slide on their butts

S T N T X T M—Access Acclaim, Iguana, NFC and AFC teams

## NFL QUARTERBACK CLUB 99

### Secret Codes

Choose "Enter Cheat" from the main menu and enter any of the following passcodes:

S C L L Y M L D R—Alien stadium

P W R P Y L N S—Giant end-zone pylons

B G M N Y—Huge coin in the coin toss

M R S H M L L W—Big players

B C H B L L—Giant football

T R B M N—Unlimited turbo

S T C K Y B L L—No fumbles

F R R S T G M P—Slow-motion

D B L D W N S—Eight downs instead of four

X T R T M S—Unlock secret teams

X T R V L T G—Electric football mode

B T T R F N G R S—Always fumble

H S N F R—He's on fire!

P N B L L—Players bounce off each other

F L B B R—Flubber ball

P P C R N R T R N S—Land mine mode

P W R K C K R—Powerful kickers

R G B Y—Rugby mode

H S P T L—Lots of injuries

T T H P C K—Toothpick players

R C Q T B L L—Racquetball mode

S L P N S L D—Slippery mode

## NHL 99

### Secret Codes

Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:

F A S T—Faster gameplay

B R A I N Y—Big head mode

B I G B I G—Giant players

## NHL BREAKAWAY 98

### Cheat Menu

At the main menu, quickly press C, C, C, C, R, R; you'll hear a sound and a new option called "Cheat Menu" will appear. Access this menu and you'll be able to change the players' size and textures, a sound test menu and more. The "house rules" option sets up the game's options the way the game's programmers prefer them.

### Secret Teams

At the Team Select screen in Exhibition mode, quickly press C, L, C; you should hear a slap-shot sound. Now you can find three secret teams between the "Controller Pak" team and Anaheim; they're called New York, Salt Lake and Parts Unknown.

### Extra Bonus Points in Season Mode

At the Season Menu—the one that shows your bonus points on the right side of the screen—press C, C, C, C, C, C, C, C, C, R; you will get 100 extra bonus points. Repeat the code whenever necessary to get as many bonus points as you need.

### See Injured Players for All Teams (Season Mode)

At the Season Menu, press L to call up the Season Menu. If the Trainers Room option is

not available, press C, C, C, C, C, C, C, C, C, R to unlock it. Now enter the Trainers Room and press C, C, C, C; you'll hear a signal to confirm. Now you can view any team's injured players; just press Left or Right to switch teams.

## NHL BREAKAWAY 99

### Secret Codes

Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

## NIGHTMARE CREATURES

### Cheat Password

Choose "Enter Password" from the main menu and enter the code Left, Up, C, C, C, C, C, C, Down. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

## OFF-ROAD CHALLENGE

### Secret Tracks

Enter any of the following codes at the "Choose a Track" screen:

• Flagstaff—Hold the L button and press Left on the D-pad, then highlight "Mojave," hold the Z button and press A.

• El Cajon—Hold the L and R buttons and press Up on the D-pad, then highlight "El Paso," hold the Z button and press A.

• Guadalupe—Hold the R button and press Down on the D-pad, then highlight "Vegas," hold the Z button and press A.

## OLYMPIC HOCKEY NAGANO 98

### Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you.

### Instant Start

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Modano on the USA team.

### Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent. Note: This trick does not work in "Olympics" mode.

### Player Size Tricks

At the Options menu, hold the C, C or C button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C button and press R until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the C button and press R until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the C button and press R until the first two digits of the "Specials" option are "11".

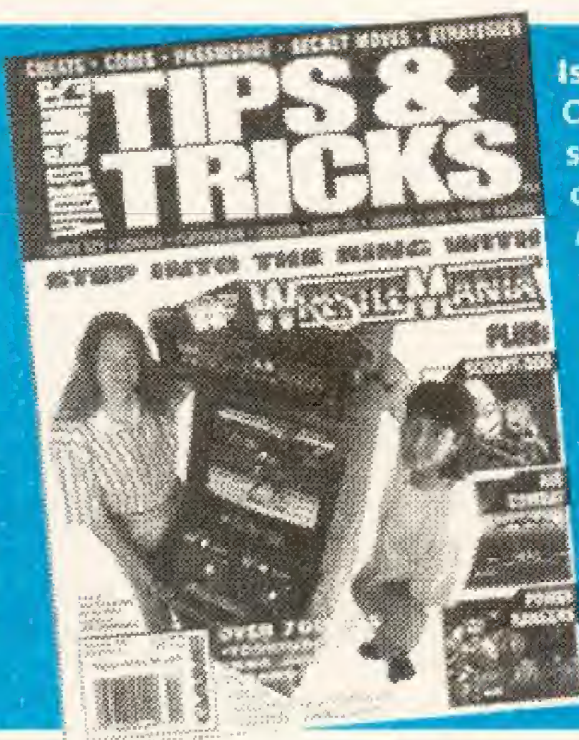
Tiny Players—Hold C and press R until the third digit of the "Specials" option is "1".

Giant Players—Hold the C button and press R until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the C button and press R until the fifth digit of the "Specials" option is "1".

## TIPS & TRICKS

50TH ISSUE SPECIAL



### Issue #9—November 1995

One of our favorite issues! We commissioned a Chicago-area photographer to capture the creators of *WWF Wrestlemania* for a cover shot to accompany our extensive strategy guide and interview. We also blew the doors off the highly underrated *Power Rangers* fighting game for the Super NES and the Genesis *Scooby-Doo* adventure; the information in the latter walkthrough was in such demand that we've repeated it in our Genesis Tips collections several times since. Unfortunately, this was the worst-selling issue in the magazine's history!



### Issue #10—December 1995

Plenty of cool cheats in this issue, including some red-hot *Mortal Kombat 3* codes that we sneaked into one page at the very last minute. This is the first issue to feature photos of the staff on the *Power Up!* page. *Tekken* notwithstanding, it also continued the time-honored T&T tradition of strategy guides for really obscure games that a lot of people probably never even heard of, including *Light Crusader*, *Virtual Hydlide* and—wait for it—*Power Instinct Legends*, a coin-op fighting game that was installed in less than a dozen American arcades!





**Tall, Thin Players**—Hold the **C** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

## Forfeit Game

During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press **C** nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you. Note: You may have to enter this code twice to get it to work.

## Frequent Fight Mode

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

## PILOTWINGS 64

### Wario Cameo

When you see the replica of Mount Rushmore, shoot at the giant Mario face with the Gyrocopter missiles or the cannonball shot. If you hit him, the face will change to that of Mario's arch-rival, Wario.

## QUAKE

### Debug Menu

Choose "Load" from the main menu; if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen. Now enter the password "QQQQ QQQQ QQQQ"; you'll get a message that says "Invalid Password." Now access the Options menu and you'll find a new "Debug" option; this allows you to skip to any stage, become invincible ("God Mode") and more.

## RAMPAGE WORLD TOUR

### Stage Select

At the main menu or character-select screen, hold the **L** button and all four **C** buttons for about three seconds until you hear a signal. Now start the game. When the name of the first city appears, use the D-pad or joystick to warp to any stage. (You may have to press the **A** button first to bypass the Rumble Pak message.) Press **Left** or **Right** to change cities and **Up** or **Down** to change countries; you can even access the secret levels.

## ROBOTRON 64

### "Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu:

- 50 Lives—Press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **C**, **C**, **C**, **C**.
- Level Select—Press **Down**, **Up**, **C**, **Down**, **C**, **C**, **Down**, **C**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
- "Game Boy Mode"—Press **Up**, **Down**, **Right**, **C**, **Down**, **Up**, **Left**, **C**, **Up**, **Down**.
- Demo Mode—Press **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**, **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**, **Left**, **Right**, **Up**, **Down**, **C**, **C**, **C**, **C**.

## Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

- Shield—**Down**, **Left**, **C**, **C**
- Two-Way Weapon—**Up**, **C**, **Up**, **C**
- Three-Way Weapon—**Right**, **Right**, **C**, **C**
- Four-Way Weapon—**Down**, **Down**, **Up**, **C**
- Radiation Spray—**Up**, **Down**, **C**, **C**
- Speed Up—**Left**, **Left**, **Right**, **Right**, **C**
- Flamethrower Weapon—**Down**, **Right**, **Down**, **Right**, **C**

## SAN FRANCISCO RUSH

### Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P 5 K G 5 L 4 G 5 9 P

G 9 2 W V C Q Y 0 D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored;" when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

### Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

- 1) At the Select Car screen, hold **C**, press **Z**, release both, tap **Left** on the D-pad, then press **B** three times to return to the main menu.
- 2) Choose "Setup;" at the setup screen, hold **C**, press **Z**, release both, tap **Up** on the D-pad, then press **B** to return to the main menu.
- 3) Choose "One Race" again; at the Select Track screen, hold **C**, press **Z**, release both, tap **Right** on the D-pad, then press **A** to advance to the Select Car screen.
- 4) At the Select Car screen, hold **C**, press **Z**, release both, tap **Down** on the D-pad, then the **L** button, then the **R** button; you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.

### "Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

- To disable the in-game timer, hold **Z** and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.
- To disable the automatic abort feature, press the **C** button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
- To disable vehicle collisions (you can drive right through the other cars) press **Left**, then hold **Right** on the D-pad and press **C**, then release both and press **C**, **C**, **C**, **Z**.
- To change the game's detailed polygon textures into flat shades of color, hold **C**, press **L**, release both, press **Z**, hold **C**, press **L**, release both, press **Z**.
- When your car crashes, you will return to the closest possible spot near the crash if you hold the **Z** button at the Setup menu and enter the following code: Hold **C**, press **C**, release both, hold **C**, press **C**.

- To turn all of the traffic cones in the game into mines, press **L**, **R**, **L**, **R**, **L**, **R**.
- To turn the courses upside-down, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.
- To change the game's gravity, hold **Z**, press **Up**, **Down**, then release **Z** and press **Up**, **Down**, **Up**, **Down**. Repeat the code up to three times for three different gravity settings.

**"Select Car" Screen Cheats**  
Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold **C**, press **C**, release both, hold **C**, press **C**. Repeat the code for different tire sizes.
- To start your vehicle on fire, hold **C** and press **Z** four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.
- To change your car into a mine, press **C**, **C**, **Z**, **C**, **C**, **Z**, **C**, **C**, **Z**, **C**, **C**.
- To change the color of the fog in the game, hold **Z** and press **C** three times; repeat the code to get different colors.

### Extra Camera Angles

While driving with one of the two "external" camera angles, hold the **L** button and press **Up** or **Down** on the D-pad to change the distance between the camera and your vehicle.

### Drive at Night

During the game, press **START** to pause and choose "Options" from the pause menu. Highlight "Fog" and cycle through the different settings by pressing **Left** or **Right**. If you hold all four **C** buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

## SNOWBOARD KIDS

### Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down**, **Up** on the analog joystick, then **Down**, **Up** on the D-pad, then **C**, **C**, **L**, **R**, **Z**, then **Left** on the D-pad, **C**, **Up** on the analog joystick, **B**, **Right** on the D-pad, **C**, **START**; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

## SOUTH PARK

### Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD". This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

## STAR WARS: ROGUE SQUADRON

### Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

- A C E—Higher difficulty
- C H I C K E N—Access bonus level
- C R E D I T S—See the game's credits
- D E A D A C K—Unlocks all stages at the Select Level screen

D I R E C T O R—Enables "Showroom" menu at the Options screen

F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen

H A R D R O C K—Alternate title screen (start a game and quit to see it)

I G I V E U P—Infinite lives

K O E L S C H—Changes the V-Wing into an automobile

M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu

R A D A R—Alternate radar

T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected

T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

## STAR WARS: SHADOWS OF THE EMPIRE

### Cheat Mode

Enter your name as "\_Wampa\_\_Stompa\_" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause; when the pause menu appears, hold **L** + **R** + **Z** + **C** + **C** + **C** + **C** + **Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:

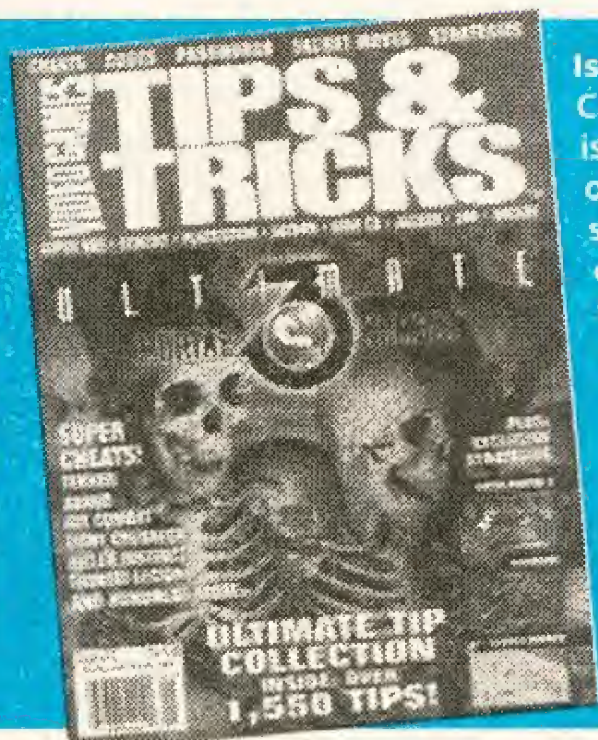
- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press **Up** on the analog joystick to turn this option "on;" now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

### Play as X-Wing or TIE Fighter

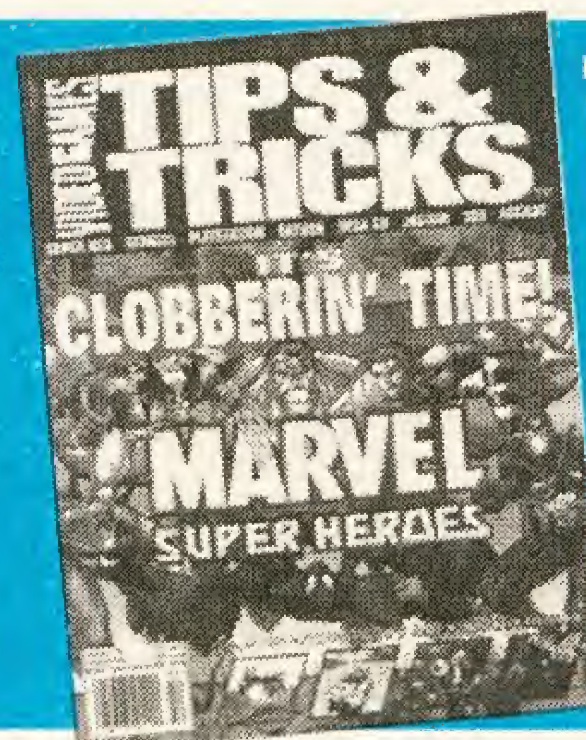
Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press **START** to

## TIPS & TRICKS 50TH ISSUE SPECIAL



### Issue #11—January 1996

Can you believe that five of our first 11 issues featured a *Mortal Kombat* game on the cover? Whoa, but these things sold like hotcakes! We were WAY ahead of our competitors with info on the new fighters in *Ultimate MK3*, and rounded out the mag with tips for *Warhawk*, *Virtua Fighter 2* and the Neo-Geo horse-racing sim *Stakes Winner*. This issue marked the start of a new monthly feature: the XBand Video Game Modem Top 5, which tracked top SNES and Genesis fighting game experts including Miami's "Dream Theater" (a.k.a. Jason Wilson).



### Issue #12—February 1996

We were very proud to feature Capcom's marquee art for *Marvel Super Heroes*—by Marvel's own Art Adams—on this issue's cover. Unfortunately, we were stuck for a headline, so we used the Thing's battle cry, "It's Clobberin' Time!" even though we knew that the Thing was not featured in the game. We also programmed our own plays for *Emmitt Smith Football* (Super NES), created our own maps for *Jumping Flash!* (PlayStation) and busted out exclusive cheat codes for the funky-fresh *Vectorman* Genesis cart. Things were lookin' up!





pause, then hold **Left + L + R + Z + C** + **C**; with all of those buttons held down, press **Up** and **Down** on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

## Control Enemy Characters & Vehicles

Enter your name as **"\_Wampa\_ Stompa"** or use the **"Rename"** option to change your name to this, with the exact specifications as described above under **"Cheat Mode."** Now start the game and press **START** to pause; when the pause menu appears, choose **"Options"** and set the controls to **"Traditional."** Now you can take control of other characters in the game as follows:

- In the **"Battle of Hoth"** stage, play until the AT-STs appear, then hold **C** and press **Up**, then press **C** repeatedly until you see an over-the-shoulder view of an AT-ST. Press **Left** or **Right** on the D-pad to steer it or hold **Up** to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press **C** to toggle between the snowspeeder and the AT-ST.

- In the **"Escape from Echo Base"** stage, hold **C** and press **Left** on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the **"Easy"** difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold **Down** to attack. Once the code is in place, press **C** to switch between Dash and the Wampa.

- Also in the **"Escape from Echo Base"** stage, hold **C** and press **Right** on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold **Down** to fire. Once the code is in place, press **C** to switch between Dash and the Snowtrooper.

- In the **"Gall Spaceport"** stage, hold **C** and press **Left** on the D-pad to control a Wampa or **Right** on the D-pad to control an Imperial Stormtrooper; these both work as described under **"Escape From Echo Base"** above.

- In the **"Imperial Freighter Suprosa"** stage, hold **C** and press **Right** on the D-pad to control a Stormtrooper as described above.

- In the **"Sewers of Imperial City"** and **"Xizor's Palace"** stages, hold **C** and press **Right** on the D-pad to control one of Prince Xizor's armored guards.

## See the Ending

Enter your name as **"\_Credits"** (the first character is a space) or use the **"Rename"** option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the **"C"** is the only letter that's capitalized. After the credits begin to repeat, press **START** to return to the title screen; when it appears, point the analog joystick in the **Up/Right** position to see a photo of the game's creators.

## SUPER MARIO 64

### Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

## TETRISPERHERE

### Secret Scene

Choose **"Single"** from the main menu, then choose the **"New Name"** option and enter the name **"VORTEX"**. Choose **"OK"** to confirm the name, then press and continue to hold the **RESET** button on the Nintendo 64. After about five seconds, you'll see animated characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the **RESET** button down.

### Secret Game Mode

Choose **"Single"** from the main menu, then choose the **"New Name"** option and enter the name **"LINES"**. A new game mode called **"Lines"** will appear at the bottom of the menu on the right side of the screen.

### Stage Select

Choose **"Single"** from the main menu, then choose the **"New Name"** option. At the name entry screen, hold **C** + **C** and press **L**; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following **"name"**: Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose **"Start"** and enter the **"Rescue," "Hide + Seek"** or **"Puzzle"** game modes; you'll find that you can now choose any stage to start on.

### Bonus Music

Choose **"Single"** from the main menu, then choose the **"New Name"** option. At the name entry screen, hold **C** + **C** and press the **L** button as above to change the numbers on the menu to different characters. Enter the name **"GaMEBOY"** but use the alien head character in place of the letter **"A"**. Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

### See the Credits

Choose **"Single"** from the main menu, then choose the **"New Name"** option and enter the name **"CREDITS"**. You'll be taken immediately to the game's credits sequence.

## TOP GEAR RALLY

### Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—**A, Left, Left, C, A, Right, Z**
- Access All Tracks (except Mirror Tracks)—**A, Left, Left, Right, Down, Z**
- Access Mirror Tracks—**Right, Up, Left, C, Right, Down, Z**
- Access Milk Truck—**Down, A, Right, Z, Right, Up, C**

- Helmet Car—**Up, Up, Z, B, A, Left, Left**
- Access Ice Cube Car—**C, Up, B, Right, A, C, A, Right**
- Access Beach Ball Car—**B, B, A, Left, Left, C, A, Right**

- Access Mirror Cars—**Right, Up, Left, C, C, A, Right, Z**. With this code in place, press **C** at the Car Select screen to change any car into a mirror-textured vehicle.
- Non-Blur Mode—**B, Left, Right, Up, Left, Z, Right**. This code turns off the N64's "bilinear filtering" effects, making the graphics appear to be more "pixelated."

- ZBuffer Mode—**C, Z, B, Up, Up, Right**. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess

of colors on the screen. Enter the code again to turn ZBuffer Mode off.

### See the Credits

Choose **"Options"** from the main menu, then highlight **"the Load Configuration"** option and press **C, Right, Down, Z**. You'll see the full credit sequence from the end of the game—not the short version that can be called up from the Options menu at any time.

## TUROK: DINOSAUR HUNTER

### Cheat Codes

Choose the **"Enter Cheat"** option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called **"Cheat Menu"** will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except **"Gallery"** and **"Show Credits"**).

**R B N S M T H**—Invincibility

**L K M B R D**—Fly mode (use **L** and **R** to fly through the air; you can also walk through walls)

**T H S S L K S C L**—Spirit Mode

**C M G T S M M G G T S**—All Weapons \*

**B L L T S R R F R N D**—Unlimited Ammo \*

**F R T H S T H T T R L S C K**—Infinite Lives

**G R G C H N**—Big Head Mode \*\*

**D N C H N**—Tiny Enemy Mode

**D L K T D R**—Pen and Ink Mode

**L L T H C L R S F T H R N B**—Purdy Colors

**S N F F R R**—Disco Mode (enemies don't attack)

**C L L T H T N M T N**—Quack Mode

**T H B S T**—Gallery (view the characters)

**F D T H M G S**—Show Credits \*\*\*

**N S T H M N D N T**—Show Enemies (on the map)

(\* This cheat is also activated by the **"R B N S M T H"** and **"G R G C H N"** codes.)

(\*\* This cheat is also activated by the **"R B N S M T H"** code.)

(\*\*\* This cheat is also activated by the **"R B N S M T H"**, **"G R G C H N"** and **"D N C H N"** codes.)

### "The Big Cheat"

At the **"Enter Cheat"** menu, input the code **"N T H G T H D G D C R T D T R K"**. This activates nearly all of the cheats described above as well as allowing you to warp to any stage or **"boss"** battle.

## TUROK 2: SEEDS OF EVIL

### Cheat Codes

Choose **"Cheats"** from the main menu, then enter any of the following codes for different effects. Once you've entered a code, the Cheats menu will give you the option to turn that code's effects on or off.

**U B E R N O O D L E**—Big Head mode

**H O L A S T I C K B O Y**—Stick mode

**S T O M P E M**—Big Hands and Feet mode

**P I P S Q U E A K**—Tiny mode

**I G O T A B F A**—Pen and Ink mode

**L I G H T S O U T**—Blackout mode

**F R O O T S T R I P E**—Fruity Stripe mode

**W H A T S A T E X T U R E M A P**—No textures

**H E E R E S J U A N**—Juan's Cheat

**A A H G O O**—Zach Attack Cheat

**O N L Y T H E B E S T**—Warp to credits

**B E W A R E O B L I V I O N I S A T H A N D**—Unlocks all cheats

## VIRTUAL CHESS 64

### Debug Mode

At any time during the game, press **C, C, C, C**, then **Up, Down, Left** and **Right** on the D-pad. With this code in place, symbols will appear on the screen whenever the computer is **"thinking"** about its next move. Unfortunately, these symbols won't mean anything to you unless you're the guy who programmed the game.

## WAR GODS

### Play as Grox

At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left**. You'll hear the announcer say, **"All too easy!"** to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

### Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**. You'll hear, **"All too easy!"** to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

### Infinite Continues

At the first **War Gods** title screen—not the one with the **"Start/Options"** menu on it—quickly press **C, C, Right, A, B, C, C**. You'll see the screen flash and the announcer will say, **"All too easy!"** if you've entered the code correctly. Now access the Options menu and highlight the **"Continues"** option; you'll find a new setting called **"Free Play."**

### Cheat Menu

At the first **War Gods** title screen—not the one with the **"Start/Options"** menu on it—quickly press **Right, Right, Right, B, B, A, A**. You'll see the screen flash and the announcer will say, **"All too easy!"** if you've entered the code correctly. Now access the Options menu; you'll find a new option called **"Cheat Menu"** which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an **"Easy Fatality"** option. With this option turned on—and the **"Fatalities"** option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four **Punch** and **Kick** buttons when the **"Prove Yourself!"** message appears.

## WAYNE GRETZKY'S 3D HOCKEY

### Access Super Teams

At the Options screen, hold the **L** button and press **C, C, C, C, C, C, C, C, C, C, C, C, C, C, C, C**. The **"Specials"** option will appear with the tenth digit changed to **"1"**. Now you have access to four super teams: **USA**, **Canada**, **Williams Entertainment** and the **"99ers"**.

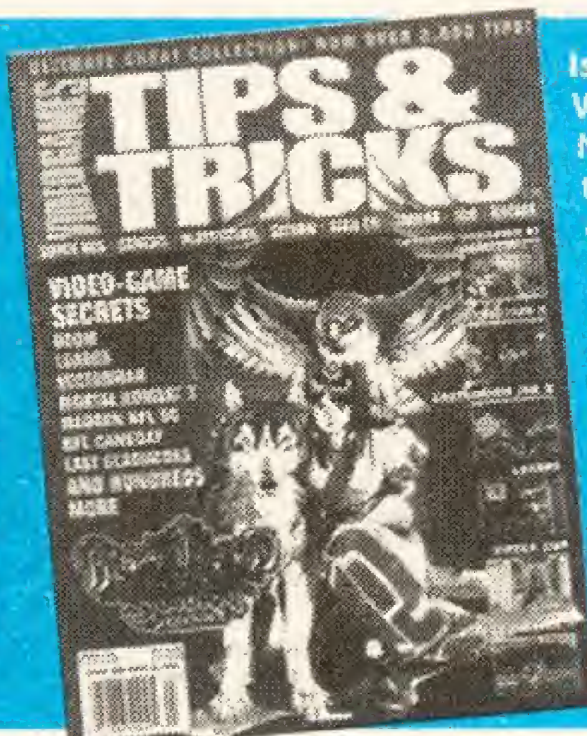
## WETRIX

### Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called **"Floor."** Highlight this option and press **A** repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

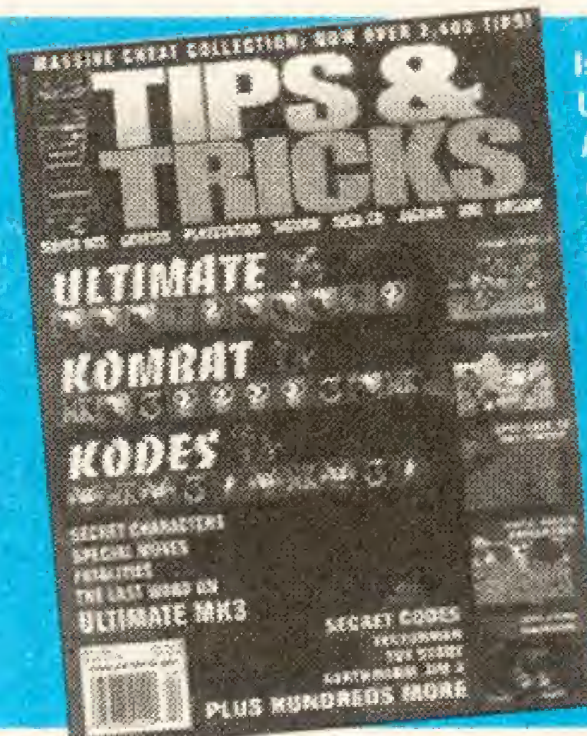
### New Puzzle Pieces

After completing all the practice rounds, achieve a rating of **"OK"** in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press **A** to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces.



## Issue #13—March 1996

We've always been proud to feature Neo-Geo games in **TIPS & TRICKS**, and this **Samurai Shodown III** cover proves our commitment. This was an ambitious issue, with brand new cheats for **Virtua Cop** and **Toy Story** as well as complete level maps for **Earthworm Jim 2** and **Loaded** and in-depth coverage of **Revolution X** and **Virtua Fighter 2**. How could one magazine be packed with this much coolness? Well, it had a lot to do with the considerable talents of **Ione Flores**; this was her first issue as **TIPS & TRICKS'** Art Director.



## Issue #14—April 1996

Uhhh...what were we just saying about **Mortal Kombat** covers? Here's another one. The **"Ultimate Kombat Codes"** were a super-hot item at that time, and we had the first information anywhere that explained how to play as the **"human"** version of **Smoke** in **Ultimate Mortal Kombat 3**. Also inside: **Final Fight 3**, **Spot Goes to Hollywood**, **Skeleton Warriors**, **Battle Arena Toshinden 2** and **Ridge Racer Revolution**. Unfortunately, our timing was just a bit off, as **Revolution** was not released in America until several months later. Whoops!



**3D LEMMINGS****Stage Select**

Choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

**Watch Movies**

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords: SPACEAAA—Space movie  
EGYPTAAA—Egyptian movie  
ARMYAAAA—Army movie  
MAZEAAAA—Ending sequence  
When you highlight "End" and press X, the scene you selected will appear.

**ADIDAS POWER SOCCER 98****Cheat Screen**

At the title screen—the one that says "Press Start button to Quick Start a match," etc., press L1 + L2 + R1 + R2. The "Cheat Screen" will appear. Now you can enter any of the following codes for different effects:

- Unlock hidden teams—X, Δ, X, □, O, □, X, Δ
- Unlock "The Difference" stadium—□, O, □, Δ, Δ, O, X, X
- Big heads—□, O, O, X, Δ, X, □, O
- See the credits—O, □, Δ, O, X, Δ, Δ, □
- Always win—X, Δ, Δ, O, X, □, O, Δ (with this code in place, press START during a match to pause; you'll find a new option called "Win Match" at the pause menu)

**ADVANCED DUNGEONS & DRAGONS****IRON & BLOOD****WARRIORS OF RAVENLOFT****Boss Codes**

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos—Hold L1 + L2 + R1 + R2 + Up and press X

The Lord of Chaos—Press Up, Down, then roll the D-pad from Up to the Down/Left position and press Δ + X simultaneously. (The movement should look like this: ↑ ↓ ↑ ↖ ↗ Δ + X)

The Avatar of Order—Hold Left and press □, then press Right + O simultaneously  
Count Strahd von Zarovich—Press Up, then roll the D-pad from Right to Down, then press Left, R1, R2, L2, L1

**THE ADVENTURES OF LOMAX****Stage Select**

During the game, hold Down on the D-pad and press START to pause. While paused, hold Up and press Δ, O, X, □. Two small numbers will appear on the left side of the screen. Press START to unpaue, then hold L1 and press SELECT repeatedly change the left number to the number of the stage you wish to go to. Once you've decided, hold L1 and press START to warp there. To remove the numbers from the screen, just re-enter the same code.

**Stage Warp**

With the numbers on the screen as described above, hold L1 and press □ to make Lomax fly. Use the D-pad to move him anywhere in the current stage, even through obstacles. When you're ready to land, hold L1 and press □ again.

**AKUJI THE HEARTLESS****Debug Menu**

Pause the game, then hold L2 or R2 and press Left, Up, Up, Δ, Right, □, Left, Δ, Up, Down, Right, Right. This gives you access to the level select menu.

**Invincibility**

Pause the game, then hold L2 or R2 and press Right, Right, Left, Δ, X, Up, O, Left.

**Unlimited Voodoo Spells**

After earning a Voodoo Spell, pause the game, then hold L2 or R2 and press Left, Δ, Left, Left, O, Left, Δ, Right, O, Up, Up, Down

**ANDRETTI RACING****Secret Cars**

Choose the "Begin Career" option at the main menu and enter your name as "GO BEARS!". When the Season Setup menu appears, you'll have access to seven different stock cars instead of just one. If you enter your name as "GO BRUINS!" instead, you'll access six secret Formula 1 cars, including the cool black Team Andretti vehicle.

**Secret Options Menu**

At the Pause menu, highlight "Race Statistics", hold the O button and press X. You'll get a secret menu that allows you to adjust many different parameters of the race, including drafting, tire wear, centrifugal force and the speed of your opponents' cars.

**APOCALYPSE****Cheat Codes**

At any time during the game, press START to pause, then enter any of the following codes: Invincibility—Hold L1, press Down, Up, Left, Left, Δ, Up, Right, Down

All Weapons—Hold L1, press □, O, Up, Down, X, □

See Programmers' Debug Info—Hold L1, press Down, Down, Δ

Stage Select—Hold L1, press Δ, Up, X, Down (this code adds a stage-select option to the "Paused" menu as well as the main menu)

**AREA 51****Alien Mode**

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

**ASSAULT RIGS****Access All Weapons**

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

**Invincibility**

Also during the game, quickly press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

**ASTEROIDS****Cheat Codes**

Enter any of the following codes at the title screen while the words "PRESS START" are flashing:

Unlock Secret Excalibur Ship—Hold SELECT and press Δ, O, O, Δ, □, O, □

Stage Select/Invincibility—Hold SELECT and

press □, Δ, O, Δ, Δ, □, O (With this code in place, start the game, then hold SELECT and press START to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press L1 to warp there.)

Unlock "Classic Asteroids" Game—Hold SELECT and press O, O, O, Δ, □, □, O

**"Classic Asteroids" Codes**

While playing "Classic Asteroids," press START to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—Up, Down, Left, Right, O, □, X, Δ

99 Lives—Up, X, Down, Δ, Left, □, Right, O

Invincibility—Down, Down, Up, Up, O, □, Δ, Δ

**AUTO DESTRUCT****Cheat Menu**

At the main menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. Begin a new game and press the START button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—L1, O, Down, L1, Up, □, O, R1

Extra Money—L1, R1, Up, O, Down, □, Right, R1, L1

Add One Minute to Time—Down, L1, L1, O, O, R1, Up, □, L1

Invincibility—L1, L1, L1, Left, O, O, □, L1

Infinite Fuel—L1, O, Left, L1, O, R1, L1, Up, R1, Down

Car Tune-Up Menu—L1, R1, L1, Up, Down, O, Down, Right, Left, □, R1

Blood Mode—L1, Down, R1, Left, L1, Right, R1

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—Up, R1, Down, L1, Up, Left, R1, Right, L1

Mission Select—Up, Down, O, L1, R1, L1, O, Down, Up

Next Mission (jump to next mission from the cheat menu)—□, O, R1, L1, O, Down, L1, Up

All Time Trials Available—R1, L1, O, Left, O, O, Left, L1, O

Car Select

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press Left, R1, Right, R1, Left, R1, Right, R1. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

**BEAST WARS TRANSFORMERS****Weapon Power-Up**

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, Δ, X, □, START. Now your weapon will be more powerful than the standard weapon.

**Stage Skip**

During the game, press START to pause. When the word "Paused" appears on the screen, hold the L2 button and enter the following code quickly: Up, Down, Left, Right, Δ, X, X, Δ, Right, Left, Down, Up, START. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

**BIO FREAKS****First-Person View**

During a match, hold L2 + R2 and point the D-pad away from your opponent to activate a

first-person camera view. To return to the standard camera angle, hold L2 + R2 and press Down.

**BLACK DAWN****Secret Deathmatch Mode**

At the main title screen, hold SELECT + R2 on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.

**Access All Levels**

At the main title screen, hold Left + L2 and press SELECT; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.

**Maximum Fuel & Ammo**

Press START to pause the game, then press SELECT, L2, SELECT, R2, Δ, Δ, Δ, O.

**Acquire Wingman**

Press START to pause the game, then press SELECT, L2, SELECT, R2, □, □, □, O.

**Maximum Weapons**

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L2, R1, R2.

**Upgrade Gun**

Press START to pause the game, then press SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT.

**Upgrade Current Weapon**

Press START to pause the game, then press SELECT, L2, SELECT, R2, L1, L1, R1, R1.

**Complete Current Mission**

Press START to pause the game, then press SELECT, L2, SELECT, R2, Δ, Δ, Δ, Down, Down, Down.

**Secret Video Scene**

If you beat the game at the "Rockin" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin", enter the "Access All Levels" code above, then go to Operation Hurricane and enter the "Complete Current Mission" code, also shown above.

**BLAST CHAMBER****Infinite Lives**

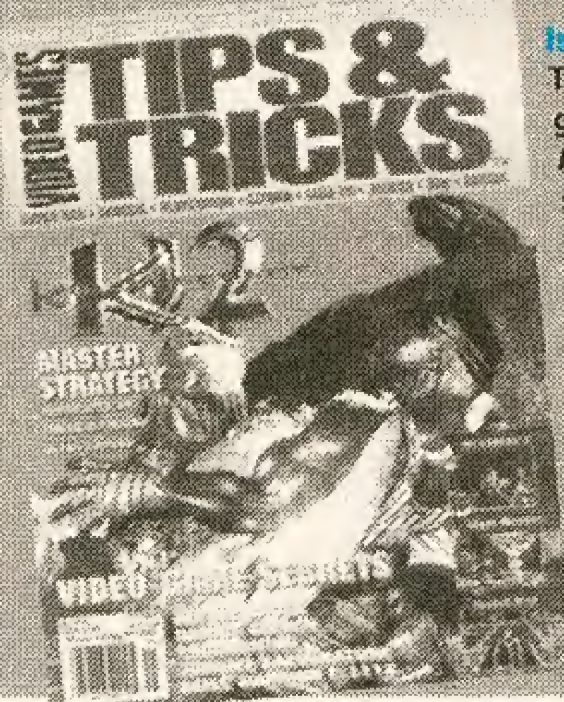
At the main menu, press □, Left, □, Right, O, Down, O, Up; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

**BLOODY ROAR****Bonus Modes**

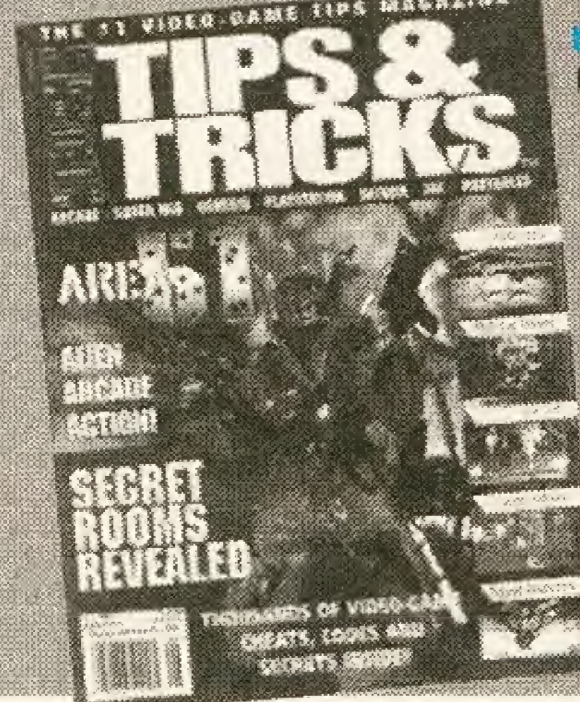
To unlock the options at the "Bonus Modes" menu, you must accomplish the following:

- Clear the game using no continues at Level 4 difficulty or higher to unlock "Big Arm Type"
- Clear the game with Yugo at Level 4 difficulty or higher to unlock "No Gauge Mode"
- Clear the game with Alice at Level 4 difficulty or higher to unlock "Camera Mode"
- Clear the game with Long at Level 4 difficulty or higher to unlock "No Lighting Mode"
- Clear the game with Gado at Level 4 difficulty or higher to unlock "No Guard Mode"
- Clear the game with Mitsuko at Level 4 difficulty or higher to unlock "No Wall Mode"
- Clear the game with Fox at Level 4 difficulty or higher to unlock "Wall Display Off"
- Clear the game with Bakuryu at Level 4 difficulty or higher to unlock "Vitality Recover"
- Clear the game with Greg at Level 4 difficulty or higher to unlock "Small Stage"
- Beat 10 opponents or more in a row in Survival Mode to unlock "Big Stage"

**TIPS & TRICKS**  
50TH ISSUE SPECIAL

**Issue #15—May 1996**

This issue was REALLY packed with the goods! In addition to Tyrone's monster *Killer Instinct 2* strategy guide, we also spilled secrets for *Night Warriors*, *Donkey Kong Country 2*, *Pocahontas*, *Darius Gaiden*, *Assault Rigs*...the list goes on and on! There were so many more viable game systems back then. This issue actually includes tips for 11 different platforms: Super NES, Genesis, Genesis 32X, Saturn, PlayStation, Game Gear, Game Boy, Sega CD, 3DO, Jaguar and arcade! Those were the days. Does anybody remember *Johnny Bazzookatone*?

**Issue #16—June 1996**

In case you never leave the house, *Area 51* was the highest-grossing arcade game of 1996, and we were dang proud to feature this maggoty alien dude on our cover. No other magazine dished out this much coverage of *Area 51*, which was loaded with the kind of secrets and hidden features that we thrive on. Yep, it was a match made in heaven. Other arcade hits covered in this issue included *Fighting Vipers* and *Soul Edge*. We also sneaked in a few pages on *Baku Baku*; this was the only Game Gear strategy guide we ever produced.





- Clear the game with all characters at Level 4 difficulty or higher to unlock "Afterimage Mode"
- Beat all opponents in Time Attack mode in less than 10 minutes to unlock Alice's Sailor costume

**BOMBERMAN WORLD***Secret Passwords*

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 8 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

**BRAVO AIR RACE***Secret Vehicles*

At the main title screen menu, hold R1 + L2 on Controller 2 and rapidly tap the SELECT button (also on Controller 2) 20 times; you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

**BUBSY 3D***Cheat Codes*

Press □ at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:

X M U C H O L I F E—99 lives

X T O O R O C K E R—Have all rockets

X L V L C H T M S B—Access all levels

X Z O O M M E R K B—During the game, hold Left on the D-pad and press START to warp to a different location in the current stage

X A L L D B U G C R—Activate all of the above cheats at once

X B N S C H T M M—Play bonus round

X U R A S N A K E R—Bubsy w/black T-shirt & eyepatch

*Voice Test*

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).

B U B S Y H I T X A

B U B S Y B O P X A

B U B S Y C N T X A

B U B S Y D O G X A

B U B S Y C A R X A

B U B S Y G L D X A

B U B S Y H I H X A

B U B S Y I D L X A

B U B S Y P O W X A

B U B S Y S C R X A

B U B S Y U F O X A

B U B S Y H Z O X A

B U B S Y W O O X A

B U B S Y W O L X A

B U B S Y W O R X A

**BUST-A-MOVE 2: ARCADE EDITION***Extra Credits*

Choose "Options" from the title screen; then, at the Options menu, press Left, Right, R1, R2, L2, L1, Up, Down. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the X button as quickly as you can. Pressing X four times gives you one credit. Press it five more times for another

extra credit, six more times for another, and so on; the number of times you must press the X button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

*Another World*

At the title screen—while the words "Press Start" are flashing—press R1, Up, L2, Down. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a freaky, surreal world that's totally different from the normal "Puzzle Game" setting.

**BUST-A-MOVE 4***Secret Codes*

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

• Access All Characters—Right, Right, △, Left, Left

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.

• Tarot Reading—Up, △, Down, △, Up

This code adds a new option called "Tarot Reading" to the Option menu.

• "Ura" Puzzle Mode—△, Left, Right, Left, △ This code gives you a completely different collection of puzzles in the game's "Puzzle" mode.

• "Talk Demo" Mode—□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □ Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.

**C: THE CONTRA ADVENTURE***Cheat Codes*

Each of the following codes can be entered at the Main Menu:

• Stage select—Left, Up, Right, □, □, △, △, Down

• Infinite lives—Up, Right, □, △, Right, Left, □, △

• Infinite Super Bombs—□, □, Right, Down, Down, Left, □, △

• Super Machine Gun—Right, Right, □, △, Right, Left, Down, Down

• Movie Player—△, △, Down, □, Up, Up, Left, △

**CARDINAL SYN***Cheat Codes*

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

• Unlock all characters except Syn and Kron—L1, R2, R1, □, Down, □, Down, L2, □, □, □, □

• Unlock Syn—R1, Right, R2, □, R1, Down, R1, R2, R2, □

• Unlock Kron—L2, L2, Up, Up, Up, Left, Down, Up, □, L1

• New costume for Orion—R2, Down, Down, □, □, □, R2

• New costume for Nephra—□, L1, □, Up, △, Left, △

• New costume for Juni—Down, □, Down, L2, Down, Down, Down

• New costume for Syn—□, □, □, L1, R1, □, Left

• Infinite Magic—Right, Right, Right, Left, △, Left, Left, □

• Allow dismemberment in any round—Up, Up, Right, Right, Left, □, □, Down

• See characters' ending sequences instead of opening sequences—△, Right, △, Right, △, △, R2, R1, L1, L2, △, △

**CARNAGE HEART***Manual Control*

During a battle, press the SELECT button to bring up the display menu, then press the SELECT button 11 more times. You'll see the last option on the menu change from "Camera" to "Action". Highlight this new option and press X to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

Up, Down—Move forward, backward

Left, Right—Turn left, right

L1 + Left—Move left

L1 + Right—Move right

L1 + Up—Change altitude up

L1 + Down—Change altitude down

□—Grapple

△—Jump up

△ + D-pad—Jump forward, backward, left or right

X—Fire Main Weapon

○—Duck

R2 + △—Fire Sub Weapon

R2 + X—Fire Sub Weapon twice

R2 + ○—Fire Sub Weapon three times

R2 + □—Fire Sub Weapon four times

If you're in battle with one or more allies and you use the L2 button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed L2 will revert to automatic control.

**CART WORLD SERIES***Cheat Codes*

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

BANZAI—No collisions with other cars

EPILEPTI or SPACERID—Race on Tron-style tracks

FAT TIRE—Fat rear tires

PUSHBUTT—With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

**CODENAME: TENKA***Access All Weapons*

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L1, then press △, R1, △, □, R1, □, □. Release L1 and a new option called "All Weapons" will appear on the pause menu; choose it and you will be equipped with maximum firepower.

*Stage Select*

Press START at any time during the game to pause, then enter the following code at the pause menu: Hold L2, then press □, □, △, R1, □, △, □. Release L2 and a new option called "Level Warp" will appear on the pause menu; choose it and you will be able to warp to any stage.

**COLONY WARS***Cheat Passwords*

Choose "Options" from the main menu, then select "Password" and enter any of the following codes exactly as they appear:

• Enter "Hestas\*Retort" for infinite energy.

• Enter "Commander\*Jeffer" to access all levels.

• Enter "Tranquille" to get super-cooled weapons.

• Enter "Memo\*X33RTY" for infinite secondary weapons.

**COLONY WARS: VENGEANCE***Cheat Passwords*

Access the "Password" option and enter any of the following passcodes exactly as they appear here:

• Enter "Demon" to access a stage-select option

• Enter "Vampire" for infinite energy

• Enter "Avalanche" for infinite Afterburner

• Enter "Chimera" for infinite Secondary weapons

• Enter "Hydra" for 99 upgrade credits

• Enter "Dark\*Angel" for super-cooled weapons

• Enter "Tornado" to access all weapons

• Enter "Thunderchild" to access all fighters

• Enter "Blizzard" to activate all of the above cheats

• Enter "Stormlord" to turn all active cheats off

**COMMAND & CONQUER***Japanese Mode*

Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.

*Power-Up Codes*

At any time during the game, press START to pause, then enter one of the following codes. When you press START again to unpause, you will have access to the feature you requested as follows:

Ion Cannon—Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, △

Air Strike—Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, □

Extra \$5,000—Right, Down, Down, Left, L1, Left, Right, Down, Left

Reveal Map—□, □, □, Up, □, □, R1, □, □, □

*Access Covert Operations*

Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.

*Passwords*

GDI Level 5—A S 6 A 7 A N 1 D

GDI Level 6—O X 3 C S 3 D 4 G

GDI Level 7—Y L X G J X L E 1

GDI Level 8—V 2 6 4 N Y U E 6

GDI Level 9—N X 7 Q G 3 4 8 E

GDI Level 10—O X B B A I R Y 4

GDI Level 11—B 9 J U O 3 8 E S

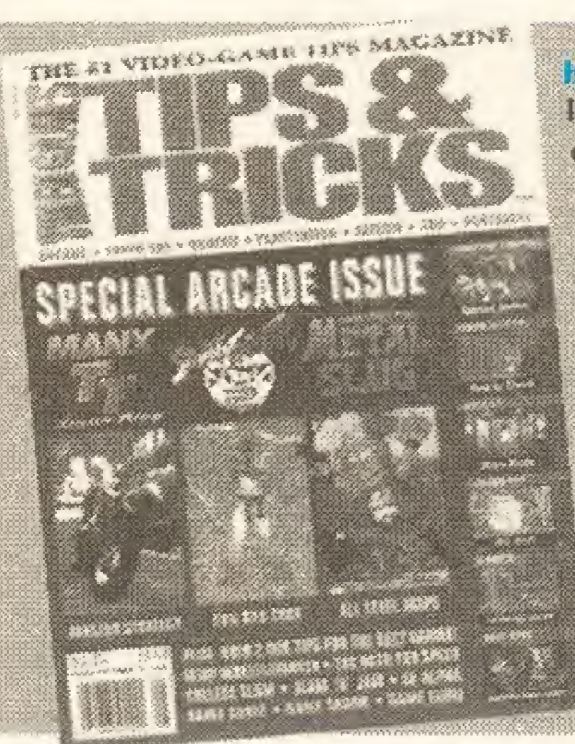
GDI Level 12—1 4 A K N X O B O

**COMMAND & CONQUER: RED ALERT***Cheat Codes*

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (○ in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the ○ button, highlight

**Issue #17—July 1996**

Some huge games dominated this issue: *Street Fighter Alpha 2*, *Resident Evil* and *Super Mario RPG*. July 1996 also marked the introduction of our "Token of the Month" feature, which has brought us even closer to arcade-goers around the world. The following quote comes from Betty's Root Beer feature on page 78: "Dennis the Menace loves root beer. Take his cue. Nothing better than root beer and cookies. Except maybe root beer and chicken." Also inside: *Guardian Heroes* and a rare Game Boy strategy for *Kirby's Block Ball*.

**Issue #18—August 1996**

Is this the rarest issue of *TIPS & TRICKS* ever published? For some reason, this is the only issue that cannot be found here in the office; Chris B. had to bring a copy from home so we could show you the cover and write about it here. It's a good one, too; Nikos' *Manx TT Superbike* strategy guide kicked butt, Tyrone's *Metal Slug* strategy featured full maps of all the game's levels and we scored a nationwide scoop when we revealed how to find the "Evil" Ryu character in *Street Fighter Alpha 2*. This truly was a "special arcade issue."





the X symbol, press the O button, highlight the O symbol, etc.

- 1,000 Credits—□, □, O, X, △, O
- Atom Bomb—O, X, O, △, □, △
- Chronoshift—△, O, O, □, □, X
- Parabomb—□, X, O, O, X, △
- Reveal Entire Map—□, △, O, X, △, □
- Win Current Level—X, □, □, O, △, O

#### COMMAND & CONQUER RED ALERT RETALIATION

##### Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press △ to access the sidebar, then highlight the □ symbol, press the O button, highlight the X symbol, press the O button, highlight the O symbol, etc.

- Invulnerability—□, X, O, X, △, △
- 1,000 Credits—X, X, □, O, O, O
- Atom Bomb—O, X, O, O, X, □
- Chronoshift—□, O, △, X, O, O
- Parabomb—X, X, X, O, △, □
- Reveal Entire Map—△, △, X, O, △, □
- Win Current Level—O, O, △, X, X, □
- Lose Current Level—O, X, O, □, □, X
- "Soylent Green mode" (harvest people instead of ore)—□, X, □, X, □, X
- Replace generic "civilians" with real names—□, □, O, O, △, △

#### CONTRA: LEGACY OF WAR

##### Cheat Codes

Each of the following codes works at the main menu with the title screen in the background:

Infinite Continues—L2, R2, L1, R1, Left, Right, Right, Left (Your continues will still count down, but when you get past zero they'll go into negative numbers)  
Access All Weapons—L2, R2, L1, R1, Up, Down, Down, Up (During the game, hold the Lie Down button and press the Weapon Select button to change weapons)  
Stage Select—L2, R1, L1, R2, Left, Right, O, □, R2, L2  
Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)  
Movie Test—L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)  
Hidden "Gyruss" Game—L2, L1, Left, Right, R1, R2  
Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1, L2

#### COOL BOARDERS 3

##### Cheat Passwords

Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then—at the "Enter Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press △ repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game mode:  
OPEN\_EM—Unlock all characters  
WONITALL—Unlock all courses  
BIGHEADS—All characters have big heads (press START to activate the big heads once a race is in progress)

#### COURIER CRISIS

##### Secret Characters

Choose the memory card icon from the main menu, then select "Load" and access the

"Password" option. Enter the password "SAVEAPEAS" to play as a big monkey or "XFIFTYONEX" to play as an alien.

#### CRASH BANDICOOT

##### Password

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△X□△△  
△△□X△O△△  
△O□△X×X×

#### CRASH BANDICOOT 2 CORTEX STRIKES BACK

##### 10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

##### Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

#### CRASH BANDICOOT: WARPED

##### Secret Stages

In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.

In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

#### CROC: LEGEND OF THE GOBBOS

##### Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: LLLDRRLDRDLUR

#### CRUSADER: NO REMORSE

##### Cheat Mode

Choose "Teleport to Mission" from the "Load Game" menu and enter the password "L O S R" (the second character is a zero.) You'll get a message that says "Invalid Passcode" but the cheat mode will be in effect anyway. Now start a new or saved game. At any time during the game, hold R1 and press O to refill your health and energy. This also gives you 2,000 extra credits, all of the items and all of the weapons with ammo.

##### "Mama's Boy" Passwords

Mission 5—T D S S  
Mission 10—X S G Z

Mission 15—J F M 4

Secret "Realtime" Mission—L R T N

"Weekend Warrior" Passwords

Mission 5—V D S S

Mission 10—Z S G Z

Mission 15—K F M 4

Secret "Realtime" Mission—M R T N

"Loose Cannon" Passwords

Mission 5—W D S S

Mission 10—O S G Z

Mission 15—L F M 4

Secret "Realtime" Mission—N R T N

"No Remorse" Passwords

Mission 5—X D S S

Mission 10—1 S G Z

Mission 15—M F M 4

Secret "Realtime" Mission—P R T N

#### DARKSTALKERS 3

##### Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

##### Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the SELECT button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body; also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

##### Play as Night Warriors Talbain

At the character-select screen, highlight Talbain, hold the SELECT button and press all three Punch or all three Kick buttons simultaneously.

##### Play as Shin Bishamon

At the character-select screen, highlight Bishamon, hold the SELECT button and press any button.

#### DEATHTRAP DUNGEON

##### Stage Select

At the main menu, press L1, R1, △, △, □, O, R1, L1; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

#### DIE HARD TRILOGY

##### Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Left, Right, Up, Down, □

Stick-Man Mode—Press START to pause, then hold the R2 button and press △ ten times, then Right four times

Silly Mode—Press START to pause, then hold the R2 button and press Down, O, O, Down, △, Down

##### Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Down, △, Right, □. Your health will go down, but you won't die when it's gone.

Fergus Mode—Press START to pause, then hold the R2 button and press O, Down, Down, □, X, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

##### Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:

Big Cars—Press START to pause, then hold the R2 button and press Left, △, Right, Down.

Chase View—Press START to pause, then hold the R2 button and press Down, O, Down, O. This adds a new camera angle to the available options.

#### DOOM

##### Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On: △, △, L2, R2, L2, R2, R1, □

Map All Things On: △, △, L2, R2, L2, R2, R1, O  
Lots of Goodies!: X, △, L1, Up, Down, R2, Left, Left

All Powerful Mode On (Invincibility): Down, L2, □, R1, Right, L1, Left, O

X-Ray Vision: L1, R2, L2, R1, Right, △, X, Right  
Level Warp: Right, Left, R2, R1, △, L1, O, X (press Left or Right to change the stage number.)

#### DUKE NUKEM: TIME TO KILL

##### Cheat Codes

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT

Invisibility—L1, R1, L1, R1, L1, R1, L1, L1, R1

Double Damage—L2, R2, L2, R2, L2, R2, L2, R2, R2

Big Head—R1, R1, R1, R1, R1, R1, R1, R1, R1, Up

Tiny Head—R1, R1, R1, R1, R1, R1, R1, R1, R1, Down

Big Head Enemies—R1, R1, R1, R1, R1, R1, R1, R1, R1, Left

Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Down, Up

All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT

All Inventory—R1, R1, R1, R1, R1, L2, L2, L2, L2, L2

All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

#### FANTASTIC FOUR

##### Cheat Mode

At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down and use the △ and X buttons to choose a stage, then press START to warp there.

#### FELONY 11-79

##### Access All Cars & Tracks

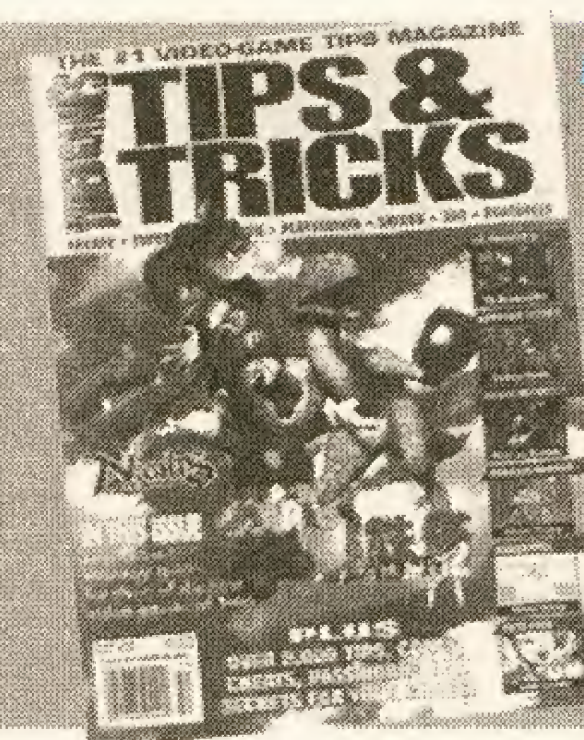
At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code quickly on Controller 2: Tap L2 +

TIPS & TRICKS  
50TH ISSUE SPECIAL



#### Issue #19—September 1998

Another hot arcade issue, this one revealed the insides of Sega's *Virtual On* and two special Neo-Geo games, *Super Dodge Ball* and *Over Top*. (We call them "special" because this was probably the only time in the last five years that Neo-Geo fans enjoyed two NON-FIGHTING games in a row!) Other games covered were *Tokyo Highway Battle*, *Shining Wisdom* and *Time Killers*. This issue also marked the introduction of our monthly comic strip, *Arcade Brigade*, which was so incredibly popular that nobody noticed when we stopped running it in '98.



#### Issue #20—October 1998

This was when the home video game industry basically exploded. Heck, look at that cover: *Super Mario 64*, the first Nintendo 64 title and arguably one of the greatest games ever made; *Tekken 2*, considered in some circles to be the PlayStation's finest fighting game and *NIGHTS*, the Saturn's first analog-compatible release and one of its greatest action games, courtesy of *Sonic the Hedgehog* creator Yuji Naka. Ione still has nightmares about the thousands of little dots that she had to place on the pages of that *Tekken 2* strategy...





R1 + R2, then tap R2, then L2, then R1 + Δ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

#### FIFA: ROAD TO WORLD CUP 98

##### Maximum Player Attributes

Choose "Customize Squad" from the main menu and access the "Player Edit" option. When the Player Edit screen appears, press L1, L2, X, □, X; now you can set any player's attributes to 99 without running out of attribute points.

#### THE FIFTH ELEMENT

##### Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

#### FIGHTING FORCE

##### Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

#### FINAL DOOM

##### Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

#### FORMULA 1 98

##### Hidden Tracks

Choose "Options" from the "Select Driver/Team" menu, then choose "Edit Driver Name" and enter the following driver names to open hidden tracks:

Cheesy Poofs—Unlock Stunt track

Go Cows—Unlock Roman Forum track

#### FORSAKEN

##### Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

#### FROGGER

##### Stage Select

During gameplay, press START to pause, then press Right, □, Δ, □, Δ, R1, L1, R1, L1, □. When you return to the "Select Level" screen, all of the stages will be unlocked.

##### Infinite Lives

During gameplay, press START to pause, then press Right, □, Δ, □, Δ, X.

#### FUTURE COP: L.A.P.D.

##### Secret Passwords

DISYFISLFY—All Crime War and Precinct Assault missions completed

DITIFISLF—All Crime War and Precinct Assault missions locked complete

DYPYFASRHR—All Crime War and Precinct Assault missions completed, plus all secret weapons

SIFRGYBERR—Invincibility

#### SYMRGOBRR—All secret weapons

DYSIFASRHY—All Crime War and Precinct Assault missions locked complete, plus all secret weapons

DYTI FASUHL—All Crime War and Precinct Assault missions locked complete, plus all secret weapons and invincibility

##### Cheat Codes

While in the game, press START and enter the map screen. Press SELECT to access the options menu, highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are entered correctly:

Reload Shield—□, SELECT, □, X

Complete current mission—□, □, □, □, X, SELECT, X, SELECT

Turn blue player to black—□, SELECT, □, X, X, □, SELECT, □

Reload Weapon 0—□, □, SELECT, X, SELECT, X, □, □

Reload Weapon 1—□, X, SELECT, □, □, X, SELECT, □

Reload Weapon 2—□, SELECT, □, □, □, SELECT, X

Power-up Weapon 0—□, □, □, X, X, X, □, SELECT

Power-up Weapon 1—□, □, □, □, X, □, X

Power-up Weapon 2—□, □, □, SELECT, X, □, □

Add 200 points to the player—□, □, □, X, SELECT, □, X

Invincibility—□, □, SELECT, SELECT, □, SELECT, X, □

Super Jump—□, □, □, □, X, SELECT, □, X, □

Maximum Shield—X, X, SELECT, □, □, SELECT, □, □, SELECT

#### G•DARIUS

##### Unlock All Movies

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked, even if you haven't finished the game.

#### G•POLICE

##### Infinite Shields

At the "Mission Brief" screen, hold L1 + R2 + □ and press Left on the D-pad.

##### Unlimited Ammo

At the weapon select screen, hold R1 + L2 + □ and press Left on the D-pad.

#### GEX: ENTER THE GECKO

##### Invincibility

During the game, press START to pause, then hold the L2 button and press Left, Right, Δ, Down, Right, Left.

##### Infinite Lives

During the game, press START to pause, then hold the L2 button and press Up, Up, Down, Right, Δ, Down.

##### Random Speech

During the game, press START to pause, then hold the L2 button and press Δ, Left, □, Up, Down. When you unpause, you can press SELECT at any time to make Gex say a random one-liner.

##### Stage Timer

During the game, press START to pause, then hold the L2 button and press Right, Δ, Right, Left, Δ, X. With this code in place, a timer will appear in the corner of the screen to keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press SELECT to call up your current game's stats, then hold the □ button to see your best times for each level.

#### Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Right, Δ, Down, Right. When you unpause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press Left or X to cycle between three different menus.

##### Debug Menu

When you're on the Media Dimension map, press START to pause, then hold the L2 button and press Right, Right, Left, Right, Δ, Down, Right, Right, Δ, Right, Left, Δ, X, Right, Δ, Right, Left, Δ, X. When you unpause, press SELECT to call up a debug menu. Press Left or Right to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

#### GHOST IN THE SHELL

##### Stage Select

At the main menu, press R2, R1, □, □, Up, Down, □, □, R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

#### GRAND THEFT AUTO

##### Cheat Codes

Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

- Enter the name "WEYHE Y" to start with 9,999,990 points.

- Enter "BLOWME" to have your character's map coordinates displayed on the screen while you play.

- Enter "EATTHIS" to max out your "Wanted" level.

- Enter "THESHIT" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

#### GUILTY GEAR

##### Extra Difficulty Level

At the PlayStation logo screen, hold □ + R2 + L1 + Down while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

##### Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

##### Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

#### GUNSHIP

##### Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you

will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

#### HEART OF DARKNESS

##### Cheat Mode

Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

#### HERCULES ACTION GAME

##### Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa

The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Hercules head

The Hydra Canyon—Shield, Helmet, Shield, Soldier

Medusa's Lair—Archer, Pegasus, Archer, Centaur

Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning

Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier, Centaur

##### Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

#### HOT SHOTS GOLF

##### All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

##### Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course.

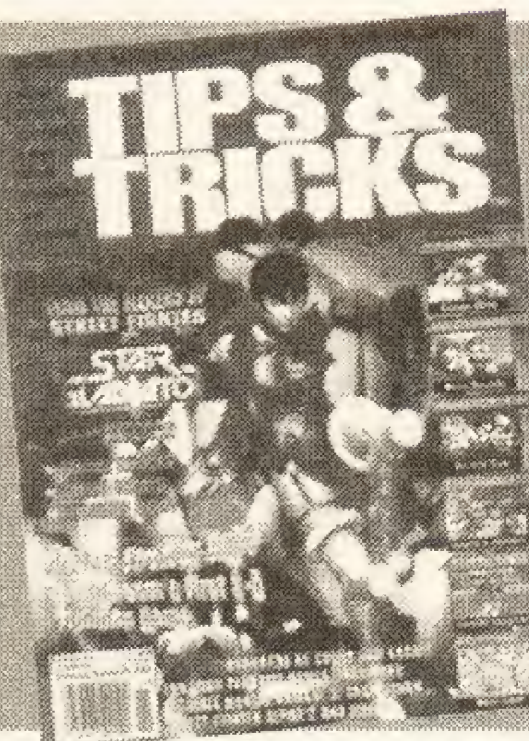
##### Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

#### INTELLIGENT QUBE

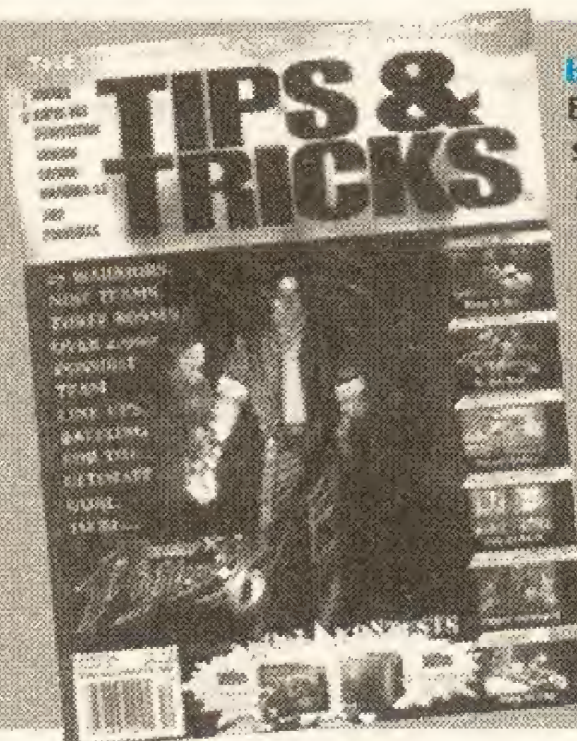
##### Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.



#### Issue #21—November 1996

Capcom's first 3-D fighting game, *Star Gladiator*, was our big attraction in November of 1996. This issue also documented the genesis of our continuing love affair with Pepsiman, the superhero star of Japanese Pepsi commercials on TV who has never appeared in this country despite the fact that he was created by American designers and special-effects artists. We also said goodbye to Executive Editor Betty Hallock at this time, as she decided to move to New York and pursue a career in "legitimate" journalism. (\*sniff sniff\*)



#### Issue #22—December 1996

By the end of '96, the *King of Fighters* series had eclipsed *Fatal Fury*, *World Heroes* and *Art of Fighting* to establish itself as THE Neo-Geo fighting game series. We marked the release of the '96 edition with this fiery cover, which also included coverage of *Wipeout XL* and *Virtua Fighter Kids*. Most notably, the *Tips & Tricks Select Games* section was introduced at this time; with its quick-hit previews, spy photos of new releases and insider gaming gossip, it has since gone on to become one of the magazine's most popular features.













ample, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the same code.

Powerup Blockers—3-1-2-Left  
Powerup Speed—4-0-4-Left  
Powerup Teammates—2-3-3-Up  
Powerup Defense—4-2-1-Up  
Powerup Offense—3-1-2-Up  
Infinite Turbo—5-1-4-Up  
Fast Turbo Running—0-3-2-Left  
Super Field Goals—1-2-3-Left  
Super Blitz—4-4-4-Up  
Super Blitzing—0-4-5-Up  
Hyper Blitz—5-5-5-Up  
Fast Passes—2-5-0-Left  
Super Passing—4-2-3-Right  
Unlimited Throw Distances—2-2-3-Right  
No First Downs—2-1-0-Up  
No Interceptions—3-4-4-Up  
No Punting—1-5-1-Up  
Allow Stepping Out of Bounds—2-1-1-Left  
No Play Selection—1-1-5-Left  
Late Hits—0-1-0-Up  
Turn Off Stadium—5-0-0-Left  
Tournament Mode—1-1-1-Down  
Clear Tournament Mode—1-1-1-Up  
Show Field Goal %—0-0-1-Down  
No Random Fumbles—4-2-3-Down  
No CPU Assistance—0-1-2-Down  
Smart CPU Opponent—3-1-4-Down  
Invisible—4-3-3-Up  
Hide Receiver Name—1-0-2-Right  
Unidentified Ball Carrier—5-2-2-Down  
Invisible Receiver Highlight—3-3-3-Left  
Big Football—0-5-0-Down  
Big Head—2-0-0-Right  
Huge Head—0-4-0-Up  
No Head—3-2-1-Left  
Team Big Heads—2-0-3-Right  
Headless Team—1-2-3-Right  
Team Tiny Players—3-1-0-Right  
Team Big Players—1-4-1-Right  
Show More Field—0-2-1-Right  
Night Game—2-2-2-Right  
Weather: Rain—5-5-5-Right  
Weather: Snow—5-2-5-Down  
Weather: Clear—2-1-2-Left

#### NFL GAMEDAY 99

##### "Easter Egg" Codes

Choose "Easter Eggs" from the options menu, choose "Add Entry" and enter any of the passcodes below for different effects. The codes must be entered exactly as shown, including the spaces:  
BIG BALLS—Big football  
BIG HITS—Hits sound more powerful  
BLINDERS—No penalties  
BOBO—All players are named Bobo  
BUNYON—Big players  
COFFEE BREAK—Extra speed  
CON MAN—Computer opponent hides pass coverage  
CPU SCORES—Computer-controlled players are faster  
CPU STUFFS—Computer team has stronger, faster offensive line  
CREDITS—See the credits  
DAVIS—Faster running back  
EGG HEAD—No stamina, more fatigue injuries  
EURO LEAGUE—All players have European last names  
EVEN TEAMS—All players are created equal  
FLEA CIRCUS—Tiny players  
GD CHALLENGE—Extra difficulty setting  
GRUDGE MATCH—Red zone is red, end zone is checkered, field goals are invisible

HAMSTRUNG—More hamstring injuries  
HANGTIME—Punts have longer hang time  
HOOPS—All players are named after basketball players  
HOT SHOT—Computer-controlled players celebrate in the field  
ITS IN THE FPS—Game's "frame rate" changes constantly  
MIND READER—Computer opponent knows which play you've called  
PLAYING CARDS—Flat players  
POP WARNER—Smaller, faster players  
PRESIDENTS—All players are named after Presidents  
PRIME TIME—Computer opponent makes big plays  
PUPPETS—Players are controlled by string like puppets  
RED ZONE—All players are named after programmers  
ROCKET MAN—Ball carrier can use speed bursts  
SLIDESHOW—See cheerleaders after a game  
SKELETON—Play as Skeleton team  
SPORTS—All players are named after the game's developers  
STAMINA—More endurance  
STEEL LEG—Longer field goals  
STICKEM—Fewer dropped passes  
SWIMMERS—Improved "swim" move  
TELE TUMMY—Players have TV sets in their stomachs  
WEAK—Players become fatigued more quickly

#### NFL XTREME

##### Cheat Codes

Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created player's default settings or else the player will not be added to the free agent pool.

- Name the player "BIGHEAD BOBBY" to give all players big heads
- Name the player "COINHEAD COREY" to make the players' heads two-dimensional
- Name the player "LAMEBOY LENNY" to change the player animation
- Name the player "GEORGE GIRAFFE" to give all players long necks
- Name the player "BIG BEN" to play with much bigger players
- Name the player "TINY TOM" to play with much smaller players
- Name the player "MONKEY MICKEY" to give all players long arms
- Name the player "SHRIMPY SEAN" to give all players short arms

#### NHL OPEN ICE

##### Secret Character

Enter the initials "G\_H" (that's a space in the middle) with the date March 31 to play as "Mr. Hockey", Hall-of-Famer Gordie Howe on the Detroit Red Wings.

#### NIGHTMARE CREATURES

##### Cheat Password

Choose "Enter Password" from the main menu and enter the following code:  $\leftarrow \uparrow \Delta \downarrow \square \square \downarrow$ . Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

#### NUCLEAR STRIKE

##### Stage Passwords

Level 1: Delta—J U N G L E W A R

Level 2: Island—C U T T H R O A T S  
Level 3: Peace 1—C O U N T D O W N  
Level 4: Peace 2—P L U T O N I U M  
Level 5: DMZ—P U S A N  
Level 6: Fortress—A R M A G E D D O N  
Bonus Level: Lightning—L I G H T N I N G

#### O.D.T.

##### Cheat Codes

Each of these codes can be entered while the game is paused:

- 50 lives— $\Delta$ , Up,  $\square$ , Right, SELECT,  $\square$
- Refill energy—Left, Right, Left, Right,  $\square$
- Refill ammo—Left, Right, Up, Down,  $\square$ ,  $\square$
- Refill mana—Left, Right, Left, Right,  $\square$
- Weapon powerup—R1, L1, R2, L2, Left, Right, Up, Down
- Raise abilities by 10%— $\square$ ,  $\square$ ,  $\Delta$ , SELECT, Left
- Fill experience gauge— $\square$ ,  $\Delta$ , L1, L2, R1, SELECT
- Raise each spell 1 level—Down,  $\Delta$ , SELECT, L1, R1, SELECT
- Toggle monsters' energy bars— $\Delta$ ,  $\square$ ,  $\square$ ,  $\Delta$ ,  $\square$

#### ODDWORLD: ABE'S ODDYSEE

##### Level and Movie Select

Enter these codes at the main menu:

- Level Select—Hold R1 and press Down, Right, Left, Right,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , Right, Left
- Movie Select—Hold R1 and press Up, Left, Right,  $\square$ ,  $\square$ ,  $\square$ , Right, Left, Up, Right
- Green Farts—Hold R1 and press Up, Left, Right,  $\square$ ,  $\square$ , X. Now every time you fart using Gamespeak, you'll see green gas.

#### ODDWORLD: ABE'S EXODUS

##### Checkpoint Skip

At any point in the game, hold R1 and press  $\square$ ,  $\square$ , X, X,  $\square$ ,  $\square$ . You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

##### Stage Select

At the main menu, hold the R1 button and press Down, Up, Left, Right,  $\Delta$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , Down, Up, Left, Right.

##### Video Scene Select

At the main menu, hold the R1 button and press Up, Down, Left, Right,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , Up, Down, Left, Right.

#### OGRE BATTLE

##### Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

##### Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

#### PANDEMONIUM 2

##### Cheat Passwords

All Levels Access—GETACCESS  
31 Lives—IMMORTAL  
Invincibility—NEVERDIE  
Mutant Mode—GENETICS  
Permanent Weapon—MAKMYDAY  
Access to Bonus Levels—SKATBORD  
Full Health—HORMONES  
Camera Roll—GONAHURL  
Regenerating Monsters—JUSTKIDN  
Strange Textures—ACIDDUDE

#### PERFECT WEAPON

##### Passwords

Garden Moon— $\square \times \times \Delta \square \square \times \Delta$   
Forest Moon— $\square \Delta \square \square \square \Delta \Delta$   
Desert Moon— $\square \times \times \Delta \square \Delta \Delta$   
Proteus Moon— $\times \times \square \times \square \Delta \square \square$

#### PERSONA

##### Extra Character

To add the character named Chris to your party, follow these steps:

- 1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classroom on the 2nd floor.
- 2) Check out the room on the 2nd floor.
- 3) Talk to the student in Classroom 2-1 (the one talking to Mark.)
- 4) Go to the casino in Joy Street Mall and talk to Mark and his friends.
- 5) Go to the abandoned factory where you'll meet Chris.
- 6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."
- 7) Meet Chris in the roadblock in front of the Sebec building (after the world changes.)
- 8) Don't allow Brad, Ellen or Alana into your party.
- 9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.

#### PITFALL 3D: BEYOND THE JUNGLE

##### Stage Passwords

Level 2—METROPOLIS  
Level 3—DEEPDARK  
Level 4—TEMPLEME  
Level 5—HOTROCKS  
Level 6—GOINGDOWN  
Level 7—WOWTHATSHOT  
Kryll Thular Boss—BIGWORMGUY  
Level 8—JAILBREAK  
Level 9—THUNDERDOMES  
Level 10—MAGICGARDEN  
Level 11—SPOOKY MESAS

##### Cheat Passwords

Floating Harry—ZEROHARRY  
Big Head Mode—BIGHEADHARRY  
Skinny Harry—2DHARRY  
See Credits—CREDITS  
99 Lives—STEVECRANEME  
See All Movies—PLAYMOVIES  
See All Comics—PITFALLCOMIC  
Disable Witty Banter—STOPTALKING  
Get an extra 10 lives in the next game—GIVEMELIFE

Access Original Pitfall!—CRANESBABY

Note: Each of the following codes works during the original Pitfall! game:

- Programmer's Head—Press R1 + R2
- Baby (Elvira) Head—Press  $\square$  + R1
- Croc Talk—Press R1 +  $\Delta$  when there are crocodiles on the screen; one of them will say, "Hi, mom!"
- Infinite Lives—Press L1 + L2

#### POOL HUSTLER

##### Secret Game Mode

At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down,  $\Delta$ ,  $\Delta$ , X, X, Left, Right,  $\square$ ,  $\square$ ; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

#### POWER MOVE PRO WRESTLING

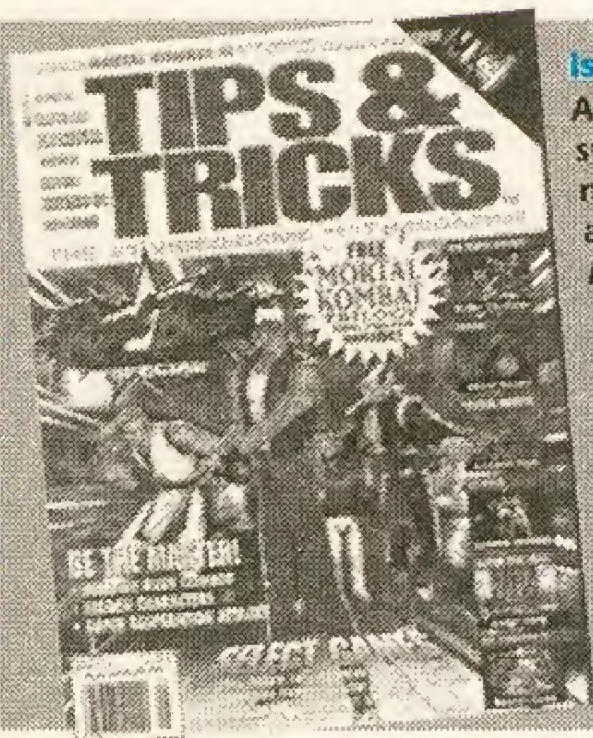
##### Hidden Character: Sparrow

At the title screen, press  $\square$ , Right,  $\Delta$ , Up,  $\square$ , Left, X, Down, X, Down,  $\square$ , Left,  $\Delta$ , Up,  $\square$ , Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SELECT to find Sparrow.

##### Hidden Character: Gorgon

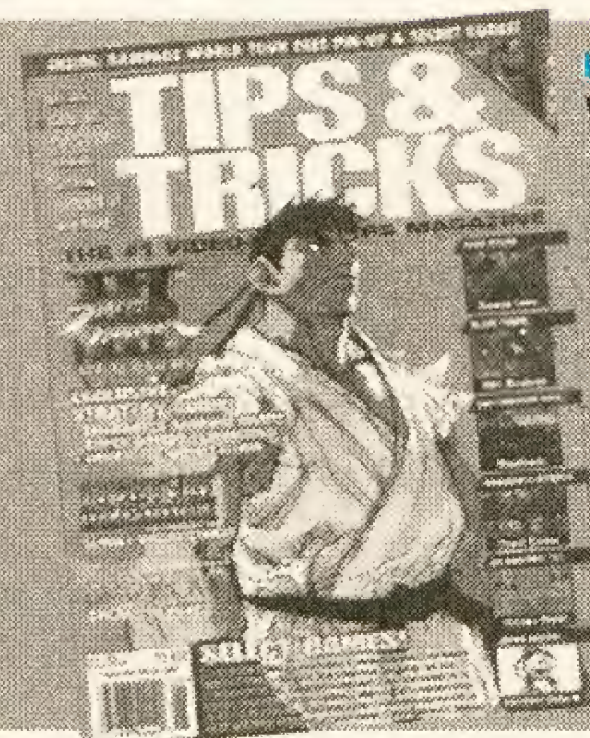
At the title screen, press L1, L1, L2, R2, R2, R1,  $\Delta$ , Down, X, Up, SELECT; you'll hear a bell to

TIPS & TRICKS  
50TH ISSUE SPECIAL



#### Issue #27—May 1997

ANOTHER Neo-Geo cover? You bet your sweet baboo! *Real Bout Special* was the name of the game, proving our love for all things Neo-Geo for all eternity. *Die Hard Arcade* and *Vandal Hearts* were also given the T&T strategy guide treatment, and Tyrone also revisited *Killer Instinct Gold*, breaking down some of his most brutal combos. Though *Kl Gold* had already been on the shelves for several months, this was a classic example of the power of the *Select Games* response card; we continued to cover the game because YOU demanded it!



#### Issue #28—June 1997

We tried to avoid all of those tired old jokes about how "Capcom finally learned how to count to three!" in fact, our friends at Capcom liked our *Street Fighter III* cover so much that they actually asked us for a poster-sized blow-up that they could hang in one of their conference rooms. Also inside: *Rage Racer*, *Blast Corps*, *Fighters Megamix* and two more coin-ops, *San Francisco Rush* and *Rampage World Tour*. As a lifelong fan of the creators of the latter game, Chris B. still has this issue's *Rampage* pin-up hanging on his wall!





confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon.

*Hidden Character: Sallie*

At the title screen, press Up, Down, Left, Right, △, ×, □, ○, L1, R1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sallie.

#### PROJECT: OVERKILL

*Secret Cheats*

Note: To enter a cheat code, press START to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.

- **Cloak**—Stealth Mode—Hold △, tap □, ○, ○, □, release △, hold ×, tap △, △, release ×.
- **Extra Speed**—Hold Up, tap △, △, △, release Up, hold Down, tap ×, □, ○, release Down.
- **Shield**—Hold Right, tap ○, □, △, release Right, hold Left, tap □, ○, ×, release Left.
- **Refill Health**—Hold □, tap ○, ×, △, release □, hold ○, tap □, ×, △, release ○.
- **Refill Ammo**—Hold ○, tap □, release ○, hold △, tap ×, release △, hold ○, tap ×, release ○, hold ×, tap □, release ×.
- **Skip to end of current level**—Tap ×, Up, Down, Up, hold □, tap ○, release □, hold ×, tap △, release ×.

#### PSYBADEK

*Cheat Passwords*

GO ANYWHERE—Enable level select  
GREASEDEK—Slippery board  
JELLY JELLY—Jelly mode  
TOPSY TURVY—Upside down mode  
WALK ON MOON—Low gravity  
DONDACHAOS—Invincibility  
DONT DION ME—Nine lives  
IN LILLIPUT—Big characters  
SIZOFANANT—Small characters  
DEK POWER UP—Faster Dek

#### RAGE RACER

*Mirror Mode*

At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.

*Custom Logo Colors*

At the Team Logo design screen, highlight any color on the color palette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press SELECT repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

#### RASCAL

*Stage Skip*

Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the R1 button to change the name of the

stage, then hold the R1 button down until you warp to the stage you chose. To skip to a different room within a stage, tap the R2 button to change the room number, then hold the R2 button down until you warp to the room you chose.

#### RAYMAN

*Infinite Continues*

When you lose your last life and the Game Over/Continue screen appears, press Up, Down, Right, Left. (Note: This only works if the number of continues remaining is three or less.) You'll see your continue counter jump to 10. Repeat this code whenever you're running low on continues.

*Full Power-Up + 99 Lives*

Press the START button to pause the game, then enter the following code carefully: Press and continue to hold L2, R1, L1, then R2, then release the buttons in this order: L1, L2, R2, R1. Next, press and release ○, then press and continue to hold Left, ○, □, then △. Finally, release the buttons in the following order: Left, △, □, ○.

#### RAYSTORM

*Free Play Mode*

When the words "Press Start Button" appear at the title screen, hold L1 + L2 + R1 + R2 and press START; when the main menu appears, continue to hold L1 + L2 + R1 + R2 and press Up seven times, then Down, then Up four times, then START; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

#### REBOOT

*Secret Codes*

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

- **Free Shield with Every Glitch pick-up**—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up
- **Full Glitch Energy**—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left
- **Play as Enzo**—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right
- **Play as Dot Matrix**—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

#### RED ASPHALT

*Infinite Armor*

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down, △, □, ○, ×.

*Infinite Weapons (Offensive & Defensive)*

During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, □, △, ○, ×.

*Infinite Nitros*

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down, ○, ○, ○.

*Boss Cars*

At the main menu, press and hold L2, then press Left, Right, Down, Up, □, ○, ×, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

*Unlimited Cash*

At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, □, □, ○, ○. Your cash total won't change, but you can buy anything for free.

#### RESIDENT EVIL

*Rocket Launcher*

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

*Special Key*

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

#### RESIDENT EVIL: DIRECTOR'S CUT

*Easier "Advanced" Mode*

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

#### RESIDENT EVIL 2 PREVIEW (DEMO DISC)

*"Rookie" Mode*

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

#### RESIDENT EVIL 2

*Secret Photo*

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

*Alternate Clothes*

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

*Shoot the Camera*

Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

*Bonus Weapons*

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite

ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

*Secret Character: Hunk*

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

*Secret Character: Tofu*

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

#### RESIDENT EVIL 2 (DUAL SHOCK VERSION)

*Extreme Battle Mode*

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original *Resident Evil 2*, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

#### RIVAL SCHOOLS

Note: The following codes work with the "Evolution" disc only.

*Extra Characters*

Choose "1P Game" and finish the game with any character at any difficulty setting. Once you've done this, access the box marked "Extra" at the character select screen and a hidden fighter will be selectable. Each time you finish the game this way, another character will be unlocked; there are 24 extra characters in all.

*Unlock Hidden Outfits*

- To play as Hinata in her underwear, finish the game with Hinata, Batsu and Kyosuke.
- To access Tiffany's school outfit, finish the game with Tiffany, Roy and Boman.
- To play as Natsu in a dress, finish the game with Natsu, Roberto and Shoma.
- To access Kyoko's Polo shirt and boxers, finish the game with Hideo and Kyoko.

*Secret Mini Games*

- To access Home Run Mode, finish a one-player game as Shoma at the highest difficulty setting.
- To unlock Shoot-Out mode, finish a one-player game as Roberto at the highest difficulty setting.
- To access Service mode, finish the game with Natsu at the highest difficulty setting.

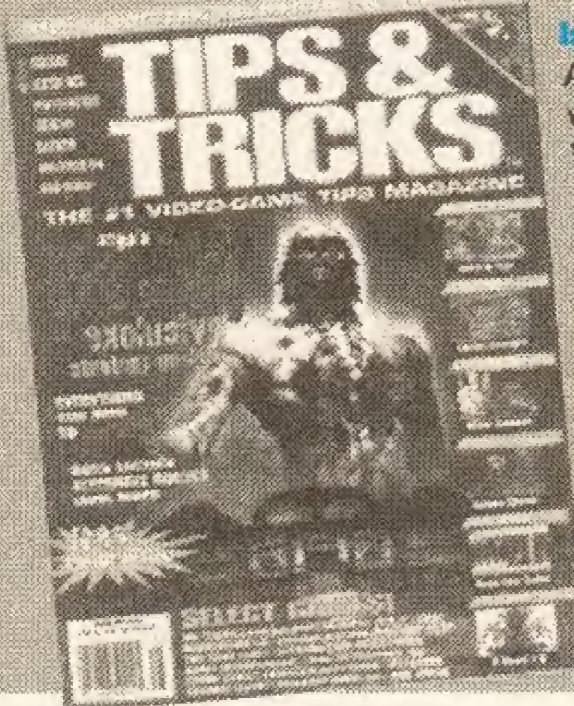
*Kyoko's Office*

To enable Kyoko's Office of massaging, beat



#### Issue #29—July 1997

Nobody noticed this, but we made a minor change to the *TIPS & TRICKS* logo in July of '97. The ampersand next to the word "Tips" always looked a little weird to us, so we finally fixed it by trimming it down a little bit. This issue featured Tekken 3, Broken Helix, Super GT and War Gods, complete with politically-incorrect pin-up of the latter game's Kerri "Vallah" Hoskins, who also played Sonya in *Mortal Kombat 3*. We later found out that Kerri was several months pregnant with her first child when the photo shoot took place!



#### Issue #30—August 1997

Ahhh, here it is: Tyrone's all-time favorite game, *The House of the Dead*. With boss tips, a complete level map and free pin-up, no one could touch our coverage of this spooky arcade shooter. We also covered StarFox 64, Vampire Savior and Ace Combat 2, introducing the inimitable Ara Shirinian as our newest contributor. For what it's worth, we were also the first magazine to print information about the "Poopality" finishing move in the Jaguar fighting game *Ultra Vortex*; use it to turn your enemy into a pile of steaming poop. Yehhh!





the game at the highest difficulty setting with Kyoko. Kyoko's Office will become available in "Extra" mode at the mode selection screen.

#### ROGUE TRIP: VACATION 2012

##### Cheat Codes

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

##### Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, L1, R1, X, L2, L2

Enable Nightshade—R1, R2, L1, L1, X, O

Enable Helicopter—L1, △, R2, △, △, R1

Enable Alien Saucer—R1, □, X, □, L2, O

Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, □, L1

Access "The Gulch" stage (Challenge mode only)—X, □, O, L1, L2, □

Battle Boss 1 (Challenge mode only)—O, R2, R1, □, L1, R2

Battle Boss 2 (Challenge mode only)—O, O, L2, L1, △, △

Infinite Jump—O, □, R2, X, △, R2

Infinite Turbo—□, X, O, △, R1, R2

Double Pickups—L1, L2, O, L1, R1, □

Increased Armor—R1, △, R1, △, L1, □

See Duke Nukem: Time to Kill movie—□, □, O, O, △, △

#### ROLL AWAY

##### Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background—L1, O, Left, Right, L2, Left, R2, R2

• Enable motion blur—Right, O, L2, O, R1, O, □, O

• Extra 30,000 points—□, Up, Down, L2, R1, △, X, △ (works only once per level)

• Temporary invincibility—Right, Down, L1, R2, R1, O, △, □

• 30 extra seconds in Time Trial mode—O, L1, △, △, O, X, △, Down (works only once per level)

• Warp to bonus stage—△, Up, △, L2, L1, L2, □, X

• Clear screen in bonus stage—Right, O, □, L1, □, O, O, □

#### ROSCO MCQUEEN FIREFIGHTER EXTREME

##### Passwords

Laundry 2—FLUFFY

Laundry 3—SWEATY

Auto 1—HOT ROD

Auto 2—GREASE

#### Auto 3—BIG END

Harolds 1—SMELLY

Harolds 2—WIDE TV

Harolds 3—PILLOW

Leisure 1—TRICEP

Leisure 2—MOTION

Leisure 3—HIPHOP

Residential 1—KENNEL

Residential 2—BARREL

Runaround—SPLASH

#### RUSH HOUR

##### Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—Up, Left, Right, X, O, □

Bonus Track—X, Up, △, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, △, R1, O, L1, Down

Access "Super Championship" race mode—Right, □, Left, O, Up, X

#### SAN FRANCISCO RUSH

##### Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

• Hold △ to race in a U.F.O.

• Hold L1 to race in a pick-up truck

• Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

#### S.C.A.R.S.

##### Ultimate Password

Choose "Options" at the Game Select menu, then select "Settings" and use the L1 and R1 buttons to change the Password option to "ALLVID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

#### SHADOW MASTER

##### All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press L1 + L2 + R1 + R2 + O simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

##### Invincibility

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + X simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

##### Stage Select

In the same room described above, after defeating the aliens inside, press L1 + L2 + R1 + R2 + △ simultaneously. A green light will appear to confirm the code. Now press START and exit the game; you'll find a stage-select option on the main menu.

#### SKULLMONKEYS

##### Cheat Codes

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the

Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—Down, O, Up, R2, Left, △, SELECT, SELECT

Maximum Phart Heads—R1, Left, Up, L1, L1, □, Right, SELECT

Maximum Phoenix Hands—□, △, R2, Left, SELECT, O, △, Right

Maximum Universe Enemas—Left, △, Right, Down, △, SELECT, SELECT, SELECT

Maximum Super Willies—R1, Left, □, △, L1, △, R2, SELECT

Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down, □

Maximum Swirly Cues—R1, Right, O, R2, R2, □, Right, SELECT

Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, △, Down, R1, O, Right, Up, SELECT

Shield—R2, O, O, Down, Left, O, Right, Down

Clean "Pause" Screen—L2, Left, O, R2, Down, □, △, Down

Change Klaymen's Color—L2, O, O, Left, SELECT, L2, Up, Down

Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT

Slow-Motion Mode—L1, △, Left, Down, R2, △, Left, SELECT

Super Fast Klaymen—Left, □, R2, O, R1, Down, O, R2

Tiny Klaymen—R1, Left, □, △, R1, Left, □, △

Shoot Heads Instead of Bullets—Down, □, △, Down, Down, □, □, Right

Skip Current Sub-Level—△, L1, L1, □, Right, O, △, Down

#### SPAWN: THE ETERNAL

##### Cheat Codes

Each of the following codes can be entered while the game is paused:

• Temporary invisibility—Hold L1 + R1 and press □, □, O, O, △, X

• Temporary invincibility—Hold L1 + R1 and press △, △, X, X, □, O

• All power-ups—Hold L2 + R2 and press △, O, □, X, △, X

• All inventory—Hold L2 + R2 and press X, □, O, △, □, O

• Refill health meter—Hold L1 + R1 and press X, O, △, □, X, O

• Refill Magic—Hold L1 + R1 and press △, O, X, □, △, O

• Skip current level—Hold L1 + R1 + L2 + R2 and press △, X, □, O, O, O

#### SPEED RACER

##### Access All Cars

At the car-select screen, hold L1 + L2 + R1 + R2 + SELECT + Down and press △; now all of the cars in the game will be available.

##### Extra Camera Views

During a race, press START; while the game is paused, press Right five times, then Left five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

##### Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

• Hold L1 + L2 to race in bright daylight

• Hold R1 + R2 to race at night

• Hold L1 + L2 + R1 + R2 to race at twilight

#### SPICE WORLD

##### Giant Spice

At the menu screen where your character walks across the globe, hold the START button and press O, □, O, □.

#### Hidden Messages

Also at the "globe" menu, hold the START button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold START + SELECT and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □; repeat each code to turn the corresponding message off.

##### Handbag Code

At the globe menu, hold the START button and press □, △, O, △. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

##### Naked Spice Code

At the globe menu, hold the START button and press O, △, △, O. Next, press L1 + L2 + R1 + R2 + START + SELECT simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

#### SPIDER: THE VIDEO GAME

##### Cheat Codes

Press START at any time during the game to pause, then enter either of the following codes at the pause screen:

• Refill Energy + Weapon Power-Up—Press △, X, X, X, O, X, □, △, X, △, O. Repeat whenever necessary.

• Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the spider.

#### STAR WARS: DARK FORCES

##### Cheat Menu

At any time during gameplay—not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

#### STAR WARS: MASTERS OF TERAS KASI

##### Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

• To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

• To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.

• To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.

• To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.

• To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

##### Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

#### STAR WARS: REBEL ASSAULT II

##### Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

TIPS & TRICKS  
50TH ISSUE SPECIAL



#### Issue #31—September 1997

Our *Final Fantasy VII* strategy guide was kind of spotty, but that didn't stop most of you from grabbing this issue off the newsstands faster than lightning. We did a much better job with *Parappa the Rapper*; unfortunately, the game was delayed for several months and didn't appear until this issue had been off the newsstands for quite some time. *Maximum Force* didn't set the arcades on fire the way its predecessor *Area 51* did, but we still thought it worthy and revealed tons of secrets and hidden rooms for players to discover. *Dark Rift* was also featured here.



#### Issue #32—October 1997

A very special issue for Halloween. First, it had amazingly detailed strategy guides for *Castlevania: Symphony of the Night*, *Ghost in the Shell*, *Time Crisis*, *Oddworld: Abe's Oddysey*, *Felony 11-79* and *Intelligent Qube*. Second, it had cool tip-filled CD booklets for *Marvel Super Heroes* and *Twisted Metal II* bound into the center. Finally, we sent the *Tips & Tricks* posse to check out the *Mortal Kombat 4* Road Tour preview; we got first-hand reports and photos from ten different arcades from coast to coast. We're nationwide, baby!





Easy Difficulty Level—X O X O X △  
Medium Difficulty Level—X X △ O X △  
Hard Difficulty Level—△ □ □ X △

**TEMPEST X3****Power-Up Swarm**

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

**Cheat Codes**

At any time during the game—at the title screen, menus or during the game—hold L1, R1, △, O, START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

- Level Skip—Hold R1 and tap L1, then fire your superzapper. The screen will be cleared and you will advance to the next stage immediately.
- Trippy Mode—Hold L2 + R1 + △ + X and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.
- .MOD Music—Hold L2 + R1 + △ + X and press Right. The music will change to the .MOD music when you start the next stage.
- Remix Music—Hold L2 + R1 + △ + X and press Left. The music will change to the remix music when you start the next stage.
- A.I. Droid—Hold L2 + R1 + △ + X and press Down. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

**High Score Trick**

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

**Hidden Game Modes**

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H\_V\_S"; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

**TEN PIN ALLEY****Taunt Your Opponent**

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press △, □, O or X; each button corresponds to a different taunt.

**TENCHU: STEALTH ASSASSINS****Restore Health**

Press START during the game to pause, then press Left, Left, Down, Down, □, □, △, □ to refill your energy.

**Increase Item Capacity to 99**

At the item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □.

**Unlock All Secret Ninja Tools**

At the item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, O.

**Increase Item Inventory**

At the item select screen, hold L2 and press

Left, Left, Down, Down, □, □, △, X.

**Ayame's Sexy Armor**

At the item select screen, press Left, Left, Down, Down, □, □, △, O.

**Enable Japanese Voice-Over**

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, □, □, △, O.

**Enable Enemy Layout Selection Screen**

At the "Select Stage" screen, hold R1 and press Left, Left, Down, Down, □, □, △, X.

**Debug Mode**

At any time during the game, press START to pause, then hold L1 + R2 and press Up, △, Down, X, Left, □, Right, O. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpaue. Now you can call up a programmers debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

**TEST DRIVE 5****Secret Codes**

Each of the following passwords can be entered as your name at the High Score screen in order to unlock different features:

- N O L I F E—Enable three bonus cars in Single Race mode
- V R S I X—Enable Cop Chase mode
- R O N E—Unlock all hidden cars
- A U X Y R A Y—Access a secret Fear Factory music video for the song "Replica"

**TEST DRIVE OFF-ROAD 2****Unlock All Cars and Tracks**

At the main menu, hold SELECT and press L1, Left, L2, Right, L2, Left, L1, L1.

**Secret Cars**

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles: School Bus—Hold SELECT, press L1, Up, L2, Down, Down, L2, L2, R2  
Ice Cream Truck—Hold SELECT, press R2, L2, L2, Down, Down, L2, L2, R1  
Black Widow Truck—Hold SELECT, press R1, L2, L2, Down, Down, Up, L2, L1

**TIGER WOODS 99 PGA TOUR GOLF****Blow Up Golf Cart**

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

**TIME CRISIS****Secret Cheat Menu**

At the title screen, shoot the black area in the upper portion of the letter "R" in the Time Crisis logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin=Free") and never have to reload ("Shot=Free").

**TOCA CHAMPIONSHIP RACING****Secret Codes**

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

- Enter "J H A M M O" to unlock all tracks, including the bonus track
- Enter "P A T S C R E E M" to access "TOCA

Showdown" mode from the Race Menu

- Enter "C M N O H I T S" to disable the game's collision detection (cars can drive right through one another)
- Enter "C M S T A R S" for a starry sky background
- Enter "C M T O O N" for a cartoon background
- Enter "C M D I S C O" to get multicolored fog when the weather is set to "Foggy"
- Enter "C M R A I N U P" to make the rain fall up when the weather is set to "Rain"
- Enter "C M C O P T E R" for a new helicopter camera angle (but not the kind you'd expect)
- Enter "C M G A R A G E" to unlock the secret vehicle, a tank (press O to fire its guns)
- Enter "C M M I C R O" to play in "Micro Machines" mode with an overhead view
- Enter "X B O O S T M E" to greatly increase the game's speed

**TOMB RAIDER III****Bonus Level**

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

**Secret Room**

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

**Cheat Codes**

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:

- All Weapons, Items & Ammo—L2, R2, R2, L2, L2, L2, R2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2. Lara will scream if you've entered the code correctly.
- Level Skip—L2, R2, L2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, L2, R2, L2. Lara will say "No" if you enter the code correctly.
- All Secrets—L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
- Racetrack Key (in Lara's Home)—R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
- Refill Health—R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2. You'll hear Lara wince when you enter this code correctly.

**TRAP GUNNER****Secret Codes**

At the title screen, enter any of the following codes to unlock different features. You'll hear a sound to confirm each code:

- Alternate background music—O, R2, R1, △, X, □, Right, L2, L1, Up, Down, Left
- Bonus Character—L2, L1, Up, Left, Down, Right, □, X, O, △, R1, R2
- Alternate Costumes—R2, R1, △, O, X, □, Right, Down, Left, Up, L1, L2
- Extra Level—Press SELECT 12 times
- Change Traps—L2, R2, L1, R1, Up, △, Left, Right, □, O, Down, X

**TWISTED METAL III****Temporary Invisibility**

At any time during gameplay (not while paused), quickly press Up, Down, Left, Right.

**Cheat Passwords**

- ←, ←, ←, →, →—Play as Sweet Tooth in Deathmatch mode
- O, O, L1, L1, START—Play as Sweet Tooth in Tournament mode
- , →, →, ←, ←—Play as Minion in Deathmatch mode
- ↑, START, ↓, L1, □—Play as Minion in Tournament mode

**VIGILANTE 8****Cheat Passwords**

Choose "Options" from the main menu, then select "Game Status," press O to call up the passcode menu, then enter any of the following cheat codes:

- W M N N W L H T S C U C L H—Unlock all secret characters and levels
- M O N S T E R \_ W H E E L S—Wheels are double size
- S A M E \_ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
- R E D U C E \_ G R A V I T Y—Less gravity
- G O \_ S I G H T S E E I N G—No enemies in Arcade mode
- I \_ W I L L \_ N O T \_ D I E—Invincibility
- H A R D E S T \_ O F \_ A L L—More difficult enemies
- D E A D L Y \_ M I S S I L E—Enemies start with secondary weapons

**WCW/NWO THUNDER****Secret Characters**

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.

**Secret Arenas**

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT, then press SELECT repeatedly to advance through the list. You'll be able to access several secret rings, including a space station, "Hades" and more.

**Change Body Size**

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match.

- Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT
- Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT

**X GAMES PRO BOARDER****Secret Passwords**

- X O X △ △ □—Unlock all normal circuits
- △ X □ X △ O—Play as Ollie B
- △ X □ X △ O—Unlock Super Circuit and extra boarders

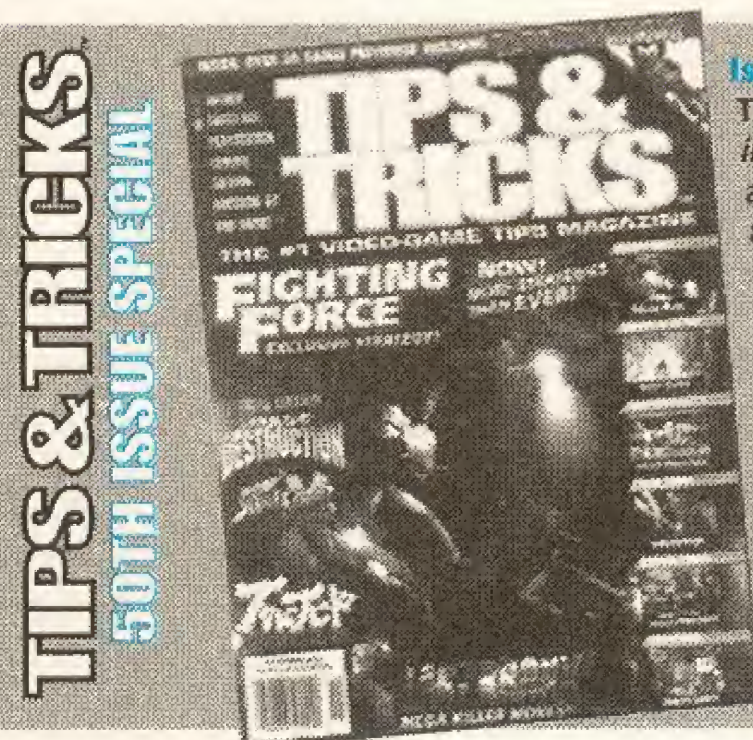
**X-MEN VS. STREET FIGHTER****Play as Apocalypse**

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

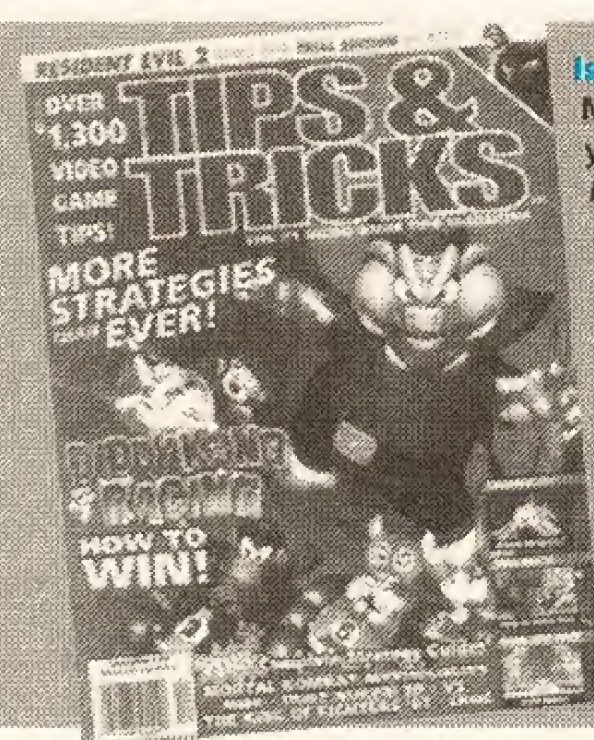
- ↓ ↘ + Punch—Ground Pound
- ↓ ↘ + Medium Punch—Shoulder Rockets
- ↓ ↘ + Fierce Punch—Drill
- ↓ ↘ → ↓ ↘ + any button—Mace

**Alternate Chun-Li Costume**

Highlight Chun-Li at the character-select screen, hold the SELECT button and press any action button to choose her. Chun-Li will appear in her Street Fighter Alpha costume.

**Issue #33—November 1997**

There's a great story behind this *Fighting Force* issue. Eidos offered to render an exclusive image for the cover and asked us what pose we'd like to see the characters in. Since the game was originally developed as a Saturn version of Sega's *Streets of Rage* (the Saturn version was eventually scrapped and the name was changed), we sent them the artwork from the cover of the *Streets of Rage* Genesis box and they posed the characters in a near-perfect duplicate of that original image! It was really funny, but nobody spotted our clever "in-joke."

**Issue #34—December 1997**

Many big titles were featured in this year-end extravaganza, including *Croc*, *Mortal Kombat Mythologies: Sub-Zero*, *MDK* and *The King of Fighters '97*. Tyron's cover story on *Diddy Kong Racing* was written and photographed in just two days, thanks to strict Nintendo policies that limit the amount of time we can spend with preview copies of its games. We also surprised a lot of players with Game Shark codes that unlocked hidden features in the demo version of *Resident Evil 2* that was packaged with the original game's *Director's Cut* edition.



**A BUG'S LIFE****Passwords**

Level 2—9 L K K  
 Bonus Level—B L 2 6  
 Level 3—5 P 9 K  
 Level 4—6 6 5 2  
 Level 5—B K K 2  
 Level 6—2 P L B  
 Level 7—6 5 6 2  
 Level 8—L 5 9 B

**ADVENTURE ISLAND****Stage Select**

At the title screen, after Higgins gets hit by the coconut, press Right, Left, Right, Left, A, B, A, B to access a "World Select Mode" menu.

**Power-Ups**

At the title screen, enter 0894 as your password and select OK. You will have 99 of each item.

**BATTLE ARENA TOSHINDEN****Text Debug Mode**

When the Takara logo appears at the start of the game, press B, A, Left, Right, B, A, Down, Up, B, A. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

**Boss Code**

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press Up, Down, A, B, Right, Left, A, B. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

**BLADES OF STEEL****Sound Test**

At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.

**BUBBLE BOBBLE PART 2****Stage Select**

Enter ► 5 ► V as your password, then press the START button. A stage-select menu will appear on the title screen.

**CARROT CRAZY****Stage Skip**

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

**COLLEGE SLAM****Power-Up Codes**

Perform each of the following cheats at the "Tonight's Match-Up" screen.  
 Shot Percentage display: Press Down, B, Up, Up and Down.  
 Powerup 3-Pointers: Press Down, Up, Up, Down, Left, Right, Left.

**DONKEY KONG LAND II****47 Kremcoins**

At the "Select Game" screen, highlight a saved game file, hold Left or Right on the D-pad and press A, B, A, B, A, B repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

**DRAGONHEART****Passwords**

Stage 2—B C D L S T  
 Stage 3—D C L T S B  
 Stage 4—L C T B S D  
 Stage 5—C B L S B T  
 Stage 6—T T S C D C  
 Stage 7—S D C D T S  
 Stage 8—B V D V S C

**THE FINAL FANTASY LEGEND****Sound Test**

At the title screen, press SELECT + START + B and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear.

**FINAL FANTASY LEGEND II****Sound Test**

At the title screen, hold SELECT + B and press START.

**GAME & WATCH GALLERY****Reset Cartridge Memory**

At the title screen, don't press Up, Up, Down, Down, Left, Left, Right, Right. If you do, you'll lose all of your high scores and saved milestones.

**GAME BOY CAMERA****Secret Game**

Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the Ball and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the A button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.

**Secret Photos**

To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):

- Page B3, photo 1—Shoot at least 60 photos.
- Page B3, photo 2—Delete at least 60 photos.
- Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
- Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
- Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
- Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
- Page B3, photo 7—Score 3,000 points or more in the *Space Fever II* mini-game.
- Page B3, photo 8—Score 5,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 1—Score 7,000 points or more in the *Space Fever II* mini-game.
- Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
- Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
- Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
- Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
- Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.

**Secret DJ Options**

Each of the following tricks works in DJ mode when your character is on the screen:

- If you highlight "SE" and tap Right on the D-pad, the song will restart from the beginning. Try tapping Right repeatedly to "stut-

ter" the first note.

- If you highlight "SE" and hold the D-pad diagonally in the Up/Right position, the music will be temporarily transposed into a higher register. Likewise, if you hold Down/Right, the music will change to a lower key.
- If you highlight "Tempo" and hold Left on the D-pad, the music will play in reverse.

**Print DJ Music**

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press SELECT to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the START button and press A. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.

**Flip the Stamps**

When using the "Stamp" function, position any stamp on the photo and continue to hold the A button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the A button at the right time, the stamp will remain flipped over on the screen.

**Change Speed**

At the title screen, hold Up to make Mario dance faster or Down to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing Up or Down.

**GAME BOY PRINTER****Secret Message**

Press and hold the FEED button when you turn the Game Boy Printer on. You can release the FEED button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

**GAME GENIE****Flip Characters**

At the code screen, press A, Left, Left, A, B, Right, Right, B. The letters and numbers at the code input screen will flip over. Enter the same code again to return the code screen to normal.

**Secret Messages**

To read secret messages from the Game Genie designers, enter any of the following codes at the code screen:

- Up, Down, Left, Right
- Right, Up, Down, Up, Left, Up, Down, Up
- B, A, B, Right, Left, Down, Up
- A, A, A, A, B, B, B, START
- Right, Left, Right, Left, Down, Down, Up, Up
- A, B, A, B, A, A, SELECT
- B, A, Left, Right, SELECT
- Up, Up, A, B, A, Down, Down

**GEX: ENTER THE GECKO****Password**

Choose "Password" from the main menu and enter the following code:

↓ ↓ ↓ ↓ ↓  
 ↓ ↓ ↓ ↓ ↓  
 ↓ ↓ ↓ ↓ ↓  
 ↓ ↓ ↓ ↓ ↓  
 ↓ ↓ ↓ ↓ ↓  
 ⇐ ↓ ↓ ↓ ⇒

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the B button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold A instead.

**JAMES BOND 007****Mini-Games**

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

**JURASSIC PARK****Stage Skip**

When the title screen fades and the T-Rex opens his mouth, press Up, Down, Left, Up, Down, Right and SELECT. Repeat the whole sequence again, then press START to begin. Anytime during the game, hold START, then press SELECT to skip to the next stage.

**KILLER INSTINCT****Boss Code**

Choose any character; then, at the match-up screen just before the fight starts, hold Right on the D-pad and quickly press SELECT, START, B, A.

**THE KING OF FIGHTERS '95****Secret Codes**

When the Takara logo appears at the beginning of the game, press the SELECT button repeatedly for different effects as follows:

- Press SELECT three times to access two hidden characters, Saisyu and Rugal.
- Press SELECT 20 times for one additional hidden character, Nakoruru.
- If you press SELECT 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold A + B and press SELECT at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

**THE LEGEND OF ZELDA: LINK'S AWAKENING****Exploding Arrows**

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

**Boomerang Trick**

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

**THE LION KING****Stage Skip**

At any time during the game, press START to pause, then quickly press B, A, A, B, A, A. You'll immediately skip to the next stage.

**MEN IN BLACK: THE SERIES****Access Codes**

Manhattan—2 7 1 0  
 Sewers—1 8 0 7  
 Aerodrome—0 3 0 9  
 Rooftops—2 7 0 5  
 Forest—3 1 0 7  
 Game ending—1 9 4 3

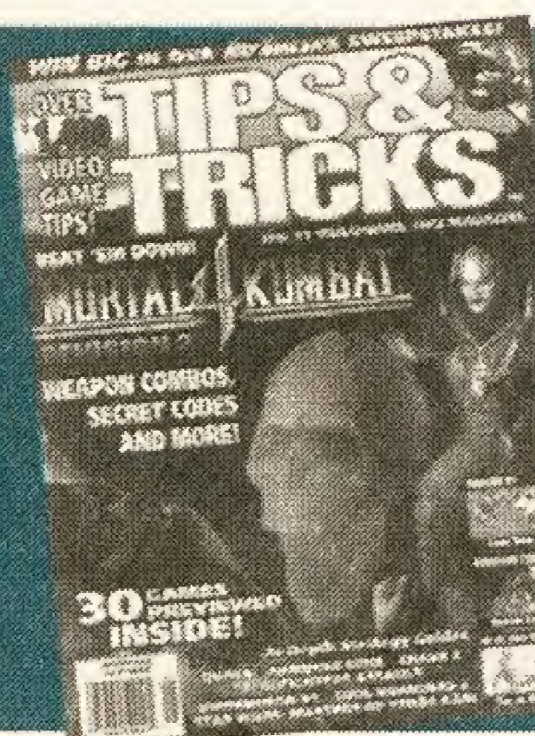
**Zoom Mode**

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press START to return to the Command Center and start a new game. At any time during the game, hold the SELECT button and you can use the D-pad to make your character fly through the air to any part of the current stage.

**Stage Skip**

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press START to

**TIPS & TRICKS**  
 50TH ISSUE SPECIAL

**Issue #35—January 1998**

Mortal Kombat mania struck again as we cranked out moves and secrets for MK4 Revision 2. We were also the first magazine with photos of the "spike" fatality and the new weapons from Revision 3. Elsewhere: Strategy guides for *Crash Bandicoot 2*, *Star Wars: Masters of Teräs Käsi*, *Tomb Raider II* and *Armored Core*. Since the "Betty's Index" feature was no longer running, we went a little crazy and devoted an entire page to candy reviews submitted by reader Marcia Armon, who we haven't heard from since. Marcia, are you still out there?

**Issue #36—February 1998**

The story behind our *Bloody Roar* cover: We saw this striking shot of Yugo in the game's image gallery and asked Sony for that particular piece of art for the cover. When we received the image, we were surprised to find that someone had carefully airbrushed all of the blood from Yugo's fist, face and T-shirt! So we turned the image over to Ione, our multitalented Art Director, who painstakingly re-drew all of the little spots of blood that we had seen on the original illustration! This issue also introduced the popular *Japan Report!* and *Cool Zone* features.



return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

#### MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press **A**. When the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

#### MORTAL KOMBAT II

Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.

Secret Character: Jade

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the **Kick** button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

#### MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

- 1) Highlight the first icon box, press **Up** once.
  - 2) Highlight the second icon box, press **Up** nine times (or **Down** once).
  - 3) At the third box, press **Up** twice.
  - 4) At the fourth box press **Up** twice.
  - 5) At the fifth box press **Up** three times.
  - 6) At the last box press **Up** four times.
- You'll get a message to confirm proper entry of each code:
- 192-234—Unlock Reptile
  - 205-205—Fight against Reptile
  - 100-100—Throwing disabled
  - 020-020—Blocking disabled
  - 688-422—Dark Kombat
  - 985-125—Psycho Kombat
  - 333-333—Rampage Kombat
  - 000-707—Computer starts with 1/4 life
  - 707-000—Player 1 starts with 1/4 life

#### NEMESIS

Power-Up Cheat

During the game, press **START** to pause, then press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. When you unpause, your ship will be upgraded with all of the weapon power-ups in the game. Note: This code works only once per stage.

#### OPERATION C

Start With Ten Men

After the title screen appears, press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Right, Right, Right, Right, A, B, START**.

Stage Select

After the title screen appears, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START**.

#### PITFALL: BEYOND THE JUNGLE

Passwords

Underground Caverns—F L T Y W T R S  
The Volcano—G N G D W N  
The Prison—B N G D N S D  
The Scourge—S W P N G B L W

#### POCAHONTAS

Passwords

Stage 2—K P G X H 4 T 8  
Stage 3—C M Q Z B 6 R 1  
Stage 4—J W D L F 7 K 5  
Stage 5—T G N D X 3 V 9  
Stage 6—H F S B D 2 M 6  
Stage 7—Q Z J R L 1 W 4  
Stage 8—B P X C V 7 Z 3  
Colors of the Wind—S D L F T 8 G 2  
Stage 9—R W H J X 9 Z 5  
Stage 10—M V N G B 4 C 6  
Stage 11—K C Q T D 3 W 1  
Stage 12—T B P R G 5 H 8  
Stage 13—Q F C M X 2 B 9  
Stage 14—V D H K S 6 L 7  
Stage 15—B N J H Z 1 R 9

#### POPEYE 2

Secret Menu

While the words "Push Start" are flashing at the title screen, press **Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up**. A secret menu called "Popeye 2 Music Island" will appear. Use **Up** or **Down** and the **A** button to sample the game's music, or use **Left** or **Right** and **B** to hear the game's sound effects. The "Round" setting is a limited stage-select; press **SELECT** to change the number, then press **START** to begin at any of the following stages:

- 00—Round 1-1
- 01—Round 1-2
- 02—Round 1-3
- 03—Round 1-4
- 04—Round 1-1
- 05—Round 2-2
- 06—Round 2-3
- 07—Round 2-4

#### THE RUGRATS MOVIE

Passwords

Train Crash—B V B Y F J N D  
Hospital—T Q M M Y \_ Q K  
Light Woods—R J D B C V R T  
Dark Woods—V N G B L J C V  
Reptar Ride—B J G S M V S H  
Ancient Ruins—L J T B W Q Q D

#### SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

#### STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

Passwords

Planet Neural—0 5 2 3 . 4

Planet Kalanda—1 0 3 1 . 5

Planet Triskelion—2 3 0 7 . 6

Pallas X1 System—3 1 1 2 . 7

M-24 Alpha System—7 1 5 6 . 3

#### STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

#### SUPER MARIO LAND 2—6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen.

Space Zone: Hold **Up** and **A** and press **SELECT** at the title screen.

Turtle Zone: Hold **Up** and **B** and press **SELECT** at the title screen.

Macro Zone: Hold **Up, A** and **B** and press **SELECT** at the title screen.

Easy Mode

If you are having trouble in a particular area, reset your game. When you enter the pipe room at the beginning of the game press **SELECT**. The words "Easy Mode" will appear in the top right corner of your screen. Pick the pipe that your game is saved on and you will enter the same area you are having trouble with. The only difference will be the number of enemies. Once you have completed the difficult level, reset again to enter the normal mode of the game. When you restart your game you will begin on the next level.

#### T2: JUDGMENT DAY

Slow Down

Give yourself enough time to complete Stage Three by slowing down the clock. Hold down **SELECT** while you are rewiring the circuit boards. Your time will run down at one tenth of the normal speed. When you finish with the first circuit board, release the **SELECT** button to move on to the next one.

#### TETRIS

Start at Higher Levels

Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts. When you choose a starting level, you'll begin 10 levels higher than the one you chose.

#### TETRIS ATTACK

Special Hard Mode

Choose "1P" from the main menu and select a "Vs. Com" game. Choose "New Game" at the next menu, then—when the difficulty select screen appears—hold **Up** + **SELECT** and press **A**. Now you're playing in "Special Hard" mode.

Extra Puzzle Mode

Choose the "Password" option in Puzzle Mode and enter the password J 0 ! J 0 0 6 0 (those are zeroes, not the letter "O"). Now you're playing against a new set of creatures in "Extra Puzzle" mode.

Special Super Game Boy Borders

If you're playing the game with the Super Game Boy on your Super NES, you can change the border by holding certain buttons at the title screen as follows:

Forest scene with Yoshi—Hold **Down** and press **A**

Caves and tower—Hold **Left** and press **A**

Tree scene—Hold **Up** and press **A**

Crazy cubes—Hold **Down** and press **START**

Cloud scene—Hold **Left** and press **START**

Moon with frame—Hold **Up** and press **START**

#### TETRIS BLAST

"Fight 2" Mode

At the title screen, press **B** five times, then **START**; the "Fight 2" option will appear, in which you fight against all of the bosses.

Level Passwords

Stage 2—Z F F F J J J F  
Stage 3—B / M M L L K B  
Stage 4—X S D D G D M  
Stage 5—K C W G L L H K  
Stage 6—V G . L J J D M  
Stage 7—K . T D G G M F  
Stage 8—X Z S C D D K K  
Stage 9—D F M Y L L D D  
Stage 10—Y G C P D D H L  
Stage 11—G V M Y L L C J  
Stage 12—V / J V D D G K  
Stage 13—C J X T B B C F  
Stage 14—! L . Y L K K L  
Stage 15—L X W T B M M B  
Stage 16—V S R P D C C H  
Stage 17—K B C D T F D F  
Stage 18—X D F G Y K J F  
Stage 19—F ! C D T F C M  
Stage 20—T T G H P M J B  
Stage 21—D B V G Y K G D  
Stage 22— . J R C R K B  
Stage 23—C Y / B P M H F

#### TETRIS DX

Rising Pieces

At any time during the game, you can make a falling piece rise back to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold **Right** on the D-pad and rapidly tap the **B** button.

#### TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester  
Granny's Celler—Taz, Sylvester, Tweety, Hector, Granny  
In the Garden—Sylvester, Tweety, Hector, Taz, Granny  
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester  
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

#### WARIO BLAST

One-Player Game

To play as Wario enter the password 2264. To play Bomberman enter the password 4622. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

#### WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

#### WORLD HEROES 2 JET

Boss Code

At the Takara logo, press **Right, Left, A, B**, and **Up**. Now you can play as the boss.

"Jet" Code

At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.



#### Issue #37—March 1998

At 100 pages, this very special *Resident Evil 2* issue was the largest edition of *Tips & Tricks* yet; it was also the first to feature square binding instead of the traditional staples. Besides Anatole's in-depth RE2 coverage, we also featured *Final Fantasy Tactics*, *Mystical Ninja* and another *Mortal Kombat 4* update, this time for Revision 3. This was Jason's first issue as a full-time employee of *Tips & Tricks*; he immediately started up the coverage of national arcade game tournaments that you usually see in these spaces at the bottom of the page.



#### Issue #38—April 1998

T&T contributor Pat Reynolds is such a crazed *Armored Core* fanatic that—in addition to his *Klonoa* strategy guide in this issue—he begged us to include a couple of extra pages of AC tips to complement Ara's strategy guide from the January issue. (Pat has since written our *Armored Core: Project Phantasma* strategy, and when the next *Armored Core* update is released in the U.S., you can bet that he'll be the one to cover it.) Other contents: Jason's comprehensive *Rival Schools: United by Fate* arcade strategy, *Reboot*, *Aero Gauge* and more.





## AMOK

### Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:

Z Z Z C Y X—A new option called "Level Select" will appear at the top of the Options menu, allowing you to choose your starting stage

X B A B Y X—Invincibility; your energy meter will go down when you get hit, but you'll still be able to play after it runs out

Y A Y A Y A—Super Rapid-Fire for your Mini-guns (never runs out)

## ASTAL

### Invincibility

Press **START** to pause the game, then quickly press **Up, Y, Left, A, Down, B, Right, C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

### Secret Mode + 99 Lives

Visit the "Options" menu and press **Left, Right, Left, Right, Up, Down, L, R, START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99.

### Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up, Down, Left, Right, L, R, A, Y, C, Z, B, X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

## BATTLE MONSTERS

### Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

## BLACKFIRE

### Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L, A, Z, Y, A, Down, Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

### Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B, A, B, Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

### Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels:

Skip ahead one level: Hold **A, B, C** and **Up** and press **L**.

Skip back one level: Hold **X, Y, Z** and **Up** and press **L**.

## BUG!

### Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B, A, B, Y, Down, Right, A, L, Down**. (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

## BUG TOO!

### Flying Mode

Press **START** at any time during the game to pause, then press **L, A, Left, L, Right, Down, Down** and unpause. Now you can make your character fly into the air by holding the **Y** button.

### Invincibility

Press **START** at any time during the game to pause, then press **R, Right, A, L, Right, A, Down, Y** and unpause. Now your character is invincible.

### Stage Select

Press **START** at any time during the game to pause, then press **L, A, Z, Y, Left, Right, A, Down, Right, L**. A cheat menu will appear, allowing you to switch characters, access a sound test, enable the "flying" cheat or skip to any stage, including the bonus rounds.

## COLLEGE SLAM

### Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

### Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**

Max. Power—**C, Down, C, Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Turbo—**Down, C, Down, Down, Up**

Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, C, C, C**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, C, Up, B, Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, C, Down, C, Down, C**

Teleport Pass—**Right, Right, Right, Up, Up, Up**

High Shots—**Up, Up, Up, Up, Up, Down**

Speed-Up—**Right, Right, Right, Right, Right, Right, Left**

Display shot percentage—**Up, Up, Up, B, B, B**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

## THE CROW: CITY OF ANGELS

### Passwords

Ship—**Y X Y X A B Y Y X A**

Graveyard—**Y Y Y Y A A Y B X A**

Church—**B Y B Y X A B A X A**

Day of the Dead—**Y X Y X A B Y Y Y A**

Second Coming Club—**B B B B X X B Y Y A**

Judah's Tower—**Y B Y B A X Y B Y A**

Borderlands—**B B B B X X B A Y A**

Finale—**Y X Y X A B Y Y A B**

## CYBER SPEEDWAY

### Hide Gauges and Meters

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

## F1 CHALLENGE

### Change Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes; when the race starts, you'll be in the position you chose:

First Place—Hold **L + X + Y + Z** and press **START**

4th Place—Hold **L + X + Y** and press **START**

7th Place—Hold **L + X + Z** and press **START**

10th Place—Hold **L + X** and press **START**

13th Place—Hold **L + Y + Z** and press **START**

16th Place—Hold **L + Y** and press **START**

19th Place—Hold **L + Z** and press **START**

22nd Place—Hold **L** and press **START**

### Change the Number of Laps

As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:

1 Lap—Hold **R + X + Y** and press **START**

2 Laps—Hold **R + X + Z** and press **START**

3 Laps—Hold **R + X** and press **START**

4 Laps—Hold **R + Y + Z** and press **START**

5 Laps—Hold **R + Y** and press **START**

6 Laps—Hold **R + Z** and press **START**

7 Laps—Hold **R** and press **START**

9 Laps—Hold **R + X + Y + Z** and press **START**

## GEX

### Password

Final battle with Rez—**C Z Y D R H Y P**

### Stage Skip

At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **START, Right, Right, Down, Right, Up, L, A, Left, Left**. All of the stages on the current map screen will be opened.

### Cheat Codes

While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:

99 Lives—Hold **R** and press **Up, Up, Down, Right, A, Down**

Invincibility—Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**

Super Speed—Hold **R** and press **Right, X, L, Right, A, Down, START, Right, Right, Down**

High Jump—Hold **R** and press **Down, Up, START, Right, Right, Down, L, Right, START**

Fire Shots—Hold **R** and press **C, Up, Right, Right, Y, B, Up, Right, Up**

Ice Shots—Hold **R** and press **Right, Y, Right,**

**Down, Right, Right, B, Left, Up, Right**

Electric Shots—Hold **R** and press **Down, Up, START, Right, Right, Z, A, START, START, Right, Right**

## GHEN WAR

### Cheat Mode

During the game, press and hold the **START** button; the status menu will appear. You must continue to hold the **START** button while entering the following code: **A, R, Down, Right, Up, A, L**. Now release the **START** button and press it again to return to the game; you'll see that you are now invincible and you have an infinite supply of all the weapons in the game.

## GOLDEN AXE: THE DUEL

### Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press **START** to pause the game, then press the **L** button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit **L** again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

### Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push **X+Y+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm": **→ ↓ ↘ → ↗ + X, Y or Z**

Milan Flare's "Bloody Tempest": Hold **↓**, then **↘ → ↗ + A, B or C**. Press **↓ + X, Y or Z** on the way down.

Gillius Rockhead's "Jaw Break": **→ ↘ ↓ ↙ ↗ + X, Y or Z**

Zoma's "Dark Carnival": **↓ ↘ → ↓ ↘ → + X, Y or Z**

Jamm's "Spirit Summons": Hold **←**, then **→ ↓ ↘ + X, Y or Z**

Doc's "Shockwave": **→ ↘ ↓ ↙ ← → + X, Y or Z**

Panchos' "Blast Wave": **← ← ↓ ↘ → ↗ + any Kick button**

Green's "Mammoth Slam": **→ ↘ ↓ + Z** (while jumping in)

Keel's "Insanity Winds": **↓ ↙ ← ↓ ↙ ← + X, Y or Z**

Death Adder's "Falling Sky": **↓ + C** (in the air)

## HEXEN

### Cheat Menu

During the game, press **START** to pause, then put the cursor on "options..." and press **Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B**. Now access the "Miscellaneous Options" menu from the "Game Options" screen; you'll find a new option called "Cheat..."

## IRON MAN / X-O MANOWAR

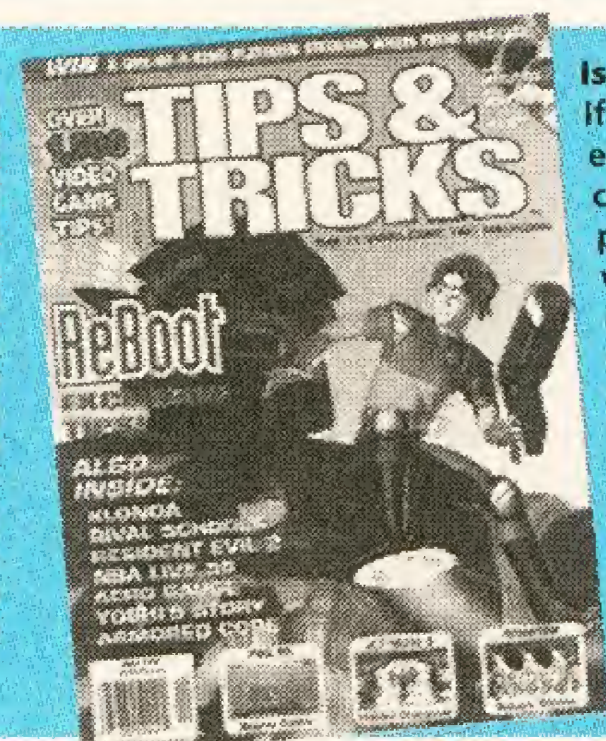
### IN HEAVY METAL

### Passwords

Enter one of the following passwords to start in the game's final stage with your armor, boost, weapons and lives maxed out:

## TIPS & TRICKS

50TH ISSUE SPECIAL



### Issue #38—April 1998

If you're not one of our Canadian readers, you've probably never seen this cover before. There were two covers printed for this issue; the *Reboot* cover was created especially for distribution in Canada, where the *Reboot* TV show was still a hot item. The rest of the contents of the magazine were exactly the same as the April 1998 issue shown on page 89. Roughly 10% of our press run features the Canadian cover price and UPC code, so there are a lot more of the *Rival Schools* issues in existence, but this wasn't meant to be a collectible; it was just a cool experiment.



### Issue #39—May 1998

One of our best-looking covers features *Mega Man, Roll and Data* from *Mega Man Legends*, one of the most criminally underrated PlayStation games ever made. Continuing our dedication to the arcade underground, we started our *Hi Scores* page in this issue and dished out strategy guides for *Marvel vs. Capcom* and Sega's *Harley-Davidson* coin-op. We were the first to deliver every single finishing move for *Mortal Kombat 4*, and if all that wasn't enough, we added coverage of *Panzer Dragoon Saga*, *Breath of Fire III* and more. A great issue!









## ALPINE SURFER

### Secret Character

Insert your tokens or quarters. (Some machines may send you to the Mode Select screen automatically; if not, press **START**.) Next, press and hold the Left and Right **SELECT** buttons and press **START** seven times. You should hear a chirp; now you're playing as the hidden penguin character.

## AQUA JET

### Penguin Code

When the screen says "Press Start Button", press the **START** button while squeezing the accelerator. At the "Course Selection" screen, enter the following code:

1) Hold the steering column **Up**, press **START**, then release.

2) Hold the steering column **Down**, press **START**, then release.

3) Hold the steering column **Down**, press **START**, then release.

4) Hold the steering column **Up**, press **START** and squeeze the accelerator simultaneously. You should hear a yell; now you're playing as a penguin.

### Mirror Mode

When the screen says "Press Start Button", press the **START** button while squeezing the accelerator. At the "Course Selection" screen, select a course by leaning **Left** (Novice) or **right** (Expert). Now enter the following code:

1) Hold the steering column **Up**, press **START**, then release.

2) Hold the steering column **Up**, press **START**, then release.

3) Hold the steering column **Down**, press **START**, then release.

4) Hold the steering column **Down**, press **START** and squeeze the accelerator simultaneously.

Now the course is a mirror image of its original. The course map appearing in the upper left corner of the screen is also mirrored and a "M" mark is lit.

### Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the **Up, Up, Down, Down** sequence, use **Up, Down, Down, Up**. Now all waterbikes (including yours) will be ridden by penguins. A special music track for the Penguin's World will play and the course map will have a lit "P" mark. If your time is good enough to be entered into the ranking table, the "P" will be displayed beside your name. Also, if your time is the best, a replay will be shown. One penguin will appear for the Novice course and two penguins will appear for the Expert course.

### Penguin's Mirror Mode

### Penguin's World

Follow the instructions for the "Mirror Mode" code (above) but instead of the **Up, Up, Down, Down** sequence, use **Down, Up, Up, Down**. This combines the "Mirror Mode" code with the "Penguin's World" code.

## AREA 51

### Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

### Secret Rooms

**ENTRANCE #1**—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

**ENTRANCE #2**—Shoot the 15 windows on the

right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

**ENTRANCE #3**—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."

**ENTRANCE #4**—Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

**ENTRANCE #5**—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

**ENTRANCE #6**—Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

**ENTRANCE #7**—Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."

**ENTRANCE #8**—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

**ENTRANCE #9**—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

**ENTRANCE #10**—Shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

**ENTRANCE #11**—Shoot all of the weird pictures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow Palace."

**ENTRANCE #12**—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

**ENTRANCE #13**—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

**ENTRANCE #14**—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first

try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

## BLITZ

### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too! You'll know you've entered a code properly if you hear the announcer say, "Lights out, baby!" when you've finished entering the PIN number.

Mark Turmell—TURMEL—0322

Sal DiVita—SAL—0201

Jason Skiles—JASON—3141

Jennifer Hedrick—JENIFR—3333

Dan Thompson—DANIEL—0604

Jeff Johnson—JAPPLE—6660

John Root—ROOT—6000

Luis Mangubat—LUI5—3333

Mike Lynch—MIKE—3333

Jim Gentile—GENTIL—1111

Dan Forden—FORDEN—1111

???—VAN—1234

Headless Guy—CARLTN—1111

Thug—THUG—1111

Skull—SKULL—1111

Robotron Brain—BRAIN—1111

Demon Shinnok—SHINOK—8337

Raiden—RAIDEN—3691

### Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-1-Right) press **TURBO** once, **JUMP** four times, **PASS** once, then point the joystick to the **Right**. A message will appear on the screen to confirm each code. Note: Codes marked with a "\*" will not work in a two-player game unless both players enter the code.

Show Field Goal %—0-0-1-Down

Tournament Mode (in 2-Player game)—1-1-1-Down

• No CPU Assistance—0-1-2-Down

• Show More Field—0-2-1-Right

Big Head—2-0-0-Right

Team Big Heads—2-0-3-Right

Huge Head—0-4-0-Up

Team Big Players—1-4-1-Right

Team Tiny Players—3-1-0-Right

Big Football—0-5-0-Right

Fog On—0-3-0-Down

Thick Fog On—0-4-1-Down

Hide Receiver Name—1-0-2-Right

• No Play Selection—1-1-5-Left

No Punting—1-5-1-Up

No First Downs—2-1-0-Up

Allow Stepping Out-of-Bounds—2-1-1-Left

No Random Fumbles—4-2-3-Down

No Interceptions—3-4-4-Up

Infinite Turbo—5-1-4-Up

Fast Passes—2-5-0-Left

Powerup Blockers—3-1-2-Left

• Powerup Speed—4-0-4-Left

Powerup Defense—4-2-1-Up

Powerup Teammates—2-3-3-Up

Super Field Goals—1-2-3-Left

Super Blitzing—0-4-5-Up

Smart CPU Opponent (in 1-Player game)—3-1-

4-Down

## BLITZ 99

### Secret Characters

At the start of the game, when the "Enter

name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

Brian LeBaron—GRINCH—0222

Paulo Garcia—PAULO 0517

Alex Gilliam—LEX—7777

Note: All of the "Secret Character" codes from the original *Blitz* will also work in *Blitz 99* except "VAN—1234".

### Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the **TURBO**, **JUMP** and **PASS** buttons followed by a joystick direction as described above for the original *Blitz*. Note: Codes marked with a "\*" have no effect unless you're in a multiplayer game with two players controlling the same team.

Secret Plays—3-3-3-Down

• Always QB—2-2-2-Left

• Always Receiver—2-2-2-Right

• Cancel Always QB/Receiver—4-4-4-Up

Note: All of the match-up screen codes from the original *Blitz* will also work in *Blitz 99*.

## CARNEVIL

### Party Hat Mode

At the stage-select screen, choose the Haunted House stage, then pump the shotgun five times before the stage starts. This trick puts the Haunted House stage into "Party Hat Mode," you'll see that the zombies and other characters will have crazy hats and even afros on their heads!

## CRUISIN' USA

### Extra Cars

In the garage where you can choose your car, press the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

## CRUISIN' WORLD

### Extra Vehicles

When choosing your car, press **View 2** or **View 3** to find extra vehicles.

## DAYTONA USA

### Reverse Tracks

All courses can be run in reverse. If you score high enough in this mode to earn a place on the ranking table, your name will appear with the letter "R" next to it.

### Time Attack Mode

At the Transmission Selection screen, hold the **START** button and step on the accelerator. In Time Attack mode, only the cars controlled by players are shown in the action. If you score high enough to rank in this mode, the letters "T.A." are shown next to your record in the ranking table.

### Hidden Music

If you play well enough to make the high score table, you can enter special initials at the Name Entry screen to hear music of some of Sega's classic games. Enter "H.O" to hear music from *Hang-On* or "V.R" for the music of *Virtua Racing*. Check the Saturn Tips section for a complete listing of initials that play special songs in the Saturn version of *Daytona USA*; many, if not all, of these will work in the arcade game.

### Special Ending

To view a special ending scene, you must finish in third place or better in every course. On the "Twin Type" machines, this scene can only be viewed if just one player is racing.

### Change Background Music

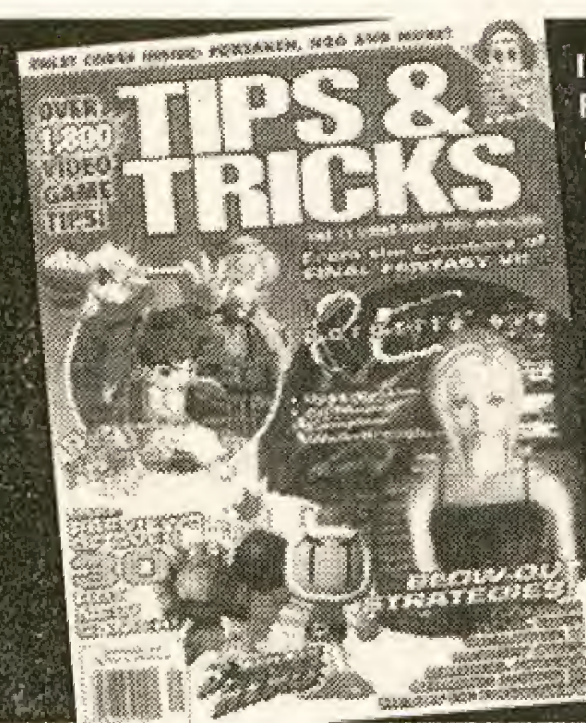
Press the **View Change** buttons while the game starts to access different music tracks.

## TIPS & TRICKS 50TH ISSUE SPECIAL



## Issue #42—August 1998

We liked *Mission: Impossible* enough to make it our cover story; unfortunately, egomaniac actor Tom Cruise (who starred as Ethan Hunt in the film) refused to allow his likeness to be associated with anything but the movie, so we were stuck with this Herman Munster-looking guy. That's OK, though. There was plenty of other stuff inside the magazine to divert your attention; namely, killer strategy guides for *Tomb!*, *Vigilante 8* and *Jersey Devil*, along with preliminary coverage of Sega's mysterious new Dreamcast system. Oooh!



## Issue #43—September 1998

For this issue, Anatole delivered an absolutely KILLER *Parasite Eve* strategy, complete with level maps and boss tips. Honestly, that one was worth the magazine's cover price all by itself. However, we turned up the heat and added cool coverage of *Pocket Fighter*, *Bomberman Hero*, *G-Darius*, *Heart of Darkness* and more! This issue also included game.com codes—does anybody out there own one of these things?—as well as our very last Saturn strategy guide, a single measly page of tips for *Shin-ing Force III* (\*whimper\*).









Robert—*The King of Fighters '94* version  
Ryo—*The King of Fighters '94* version  
Joe—*The King of Fighters '94* version  
Kyo—*The King of Fighters '94* version  
Andy—*Real Bout Fatal Fury 2* version  
Terry—*Real Bout Fatal Fury 2* version  
Mai—*Real Bout Fatal Fury 2* version  
Billy Kane—*Real Bout Fatal Fury 2* version

## LAST BRONX

### Weird Weapons

At the character-select screen, press the START button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

## MANX TT SUPER BIKE

### Sheep Mode

At the Transmission Select screen, press SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN, lean the bike full Left, lean full Right, squeeze the Brake and Accelerate. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too.

### Time Trial Mode

At the Course Select screen, hold the Brake while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

## MARVEL SUPER HEROES VS. STREET FIGHTER

### Secret Characters

Each of the following codes works at the character-select screen:

Shadow—Highlight Dhalsim, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch and Fierce Punch simultaneously.

Mega Zangief—Highlight BlackHeart, press and hold START, hold the joystick Left for five seconds. While holding START and Left, press Jab Punch and Fierce Punch simultaneously.

Dark Sakura—Highlight the Hulk, press and hold START, hold the joystick Right for five seconds. While holding START and Right, press Jab Punch and Fierce Punch simultaneously.

Mephisto—Highlight Omega Red, press and hold START, hold the joystick Down for five seconds, press Jab Punch and Fierce Punch simultaneously.

U.S. Agent—Highlight M. Bison, press and hold START, hold the joystick Up for five seconds. While holding START and Up, press Jab Punch and Fierce Punch simultaneously.

Armored Spider-Man—Highlight Ryu, press and hold START, hold the joystick Down for five seconds. While holding START and Down, press Jab Punch and Fierce Punch simultaneously.

## MARVEL VS. CAPCOM

### Secret Characters

The following codes can be input at the character-select screen. Choosing a standard fighter before a secret character can affect the codes.

• Red Venom—Highlight Chun-Li, then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. Red Venom should appear directly above Chun-Li.

• Orange Hulk—Highlight Chun-Li, then press Right, Right, Down, Down, Left, Left, Right,

Right, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. Orange Hulk should appear directly above Ryu.

• Shadow Lady—Highlight Morrigan, then press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down, Down. Shadow Lady should appear below Gambit.

• Roll—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Roll will appear to the right of Mega Man.

• Gold War Machine—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, Up. Gold War Machine should appear just above Zangief.

• Evil Morrigan—Highlight Zangief, then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Down. Evil Morrigan should appear just below War Machine.

## MOTOR RAID

### Extra Stage: Segal

First play the Practice Mode. The easiest stage, "Yenda," will then be selectable. Next, highlight Yenda at the stage-select screen and enter the following code with the handlebar buttons: Punch, Kick, Kick, Punch, Kick, Kick, Punch, Punch, Kick, Kick. The "Segal" stage will now be selectable.

### Use Segal Weapons in Any Stage

Ordinarily, the Needles and Hammer weapons can only be used in the Segal stage. To access these weapons in any other stage, enter either of the following codes at the Select Player screen:

Needles—Kick, Kick, Punch, Kick, Kick, Punch, Kick, Punch, Punch, Kick

Hammer—Punch, Kick, Punch, Kick, Punch, Punch, Kick, Punch, Punch, Kick

### Change Bike Color to CPU Bike Color

In order to use the CPU Bike Color, enter the following code at the Select Player screen: Punch, Kick, Kick, Punch, Punch, Kick, Kick, Punch. Note: The Select Player screen is monochrome, so you will not be able to see the color change until the game starts.

## POCKET FIGHTER

### Secret Characters

Both of the following codes work at the character-select screen:

Akuma—Highlight Ryu and press Left on the joystick. Akuma will appear to Ryu's right.

Dan—Highlight Ken and press Right on the joystick. Dan will appear to Ken's right.

## PRIMAL RAGE

### Bowling

To bowl, both players must choose the character Armadon. Do the Spinning Death move (hold buttons 1 + 4 and move the joystick Away, Toward, Down) and collide in mid-spin three times in a row. A bowling game will pop up, with the humans as pins. Move the joystick to control the path of Armadon.

### Volleyball

To play volleyball, play on the Cove stage (the beach with the temples on the sides). When a

human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep batting the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair.

### Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other. When the timer runs down until it is almost zero in the Sudden Death mode, lay a Fart of Fury into the air using Chaos (hold buttons 2 + 3 and move the joystick Down, Toward, Up, Away). The timer should be between the 1 and 2 "seconds left" mark when you let go. If your timing is perfect and the fart is in the air when the timer expires, you'll see cows falling from the sky instead of the usual shower of bricks.

## RAMPAGE WORLD TOUR

### Secret Codes

Each of the following codes must be entered when the name of the city is displayed at the beginning of a stage. The effect of each code lasts while the monsters are in that city only. A brief message will appear on the screen to confirm if a code has been entered correctly.

### Fatty Foods

This code enables an individual monster to digest fatty foods better. All people eaten by this monster award three times their normal health increase. This code only works at the end of any Jumbo Jet ride, just prior to the start of a World Tour.

• George—Hold the joystick Up, press Jump, Jump, Jump

• Lizzie—Hold the joystick Up, press Punch, Punch, Punch

• Ralph—Hold the joystick Up, press Kick, Kick, Kick

### Iron Guts

This code enables an individual monster to avoid stomach upset. The "bad stuff" that would normally make you puke now builds up a player's health. This code only works when you return to a U.S. city after taking a World Tour.

• George—Hold the joystick Down, press Jump, Jump, Jump

• Lizzie—Hold the joystick Down, press Punch, Punch, Punch

• Ralph—Hold the joystick Down, press Kick, Kick, Kick

### Food-o-Rama

This code fills all buildings with "good stuff" to eat. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Washington, D.C., Moab, Nashville and Kodiak, as well as every fourth city in the World Tours that consist of more than three racks: London, Kiev, Casablanca and Rio.

• George—Press Jump

• Lizzie—Press Punch

• Ralph—Press Kick

### Load Up Power-Ups

This code loads the city with every possible Special Power. To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Philadelphia, Carbondale, Santa Fe and Honolulu.

• George—Press Jump, Jump

• Lizzie—Press Punch, Punch

• Ralph—Press Kick, Kick

### Secret Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works when the name of the city appears before the start of four very specific stages:

1) Enter the code when "Atlanta" appears to warp to the food-rich world of "Suburbia".

2) Enter the code when "Louisville" appears and you'll end up in the top-secret "SCUMLAB Bioweapon Warehouse" rack.

3) Enter the code when "Fairbanks" appears to discover the steamy secret of Eustas Demonic's Underworld Connection".

4) Enter the code when "Phoenix" appears to learn what's hidden at the secret military base known only as "Area 69".

• George—Press Jump, Jump, Jump

• Lizzie—Press Punch, Punch, Punch

• Ralph—Press Kick, Kick, Kick

### Skip Ahead 10 Stages

To activate this code, ALL of the buttons shown below must be pushed, regardless of the number of players on the machine. This code only works in Cleveland, Oklahoma City, Fargo and Reno...

• George—Press Jump, Punch, Kick

• Lizzie—Press Punch, Kick, Jump

• Ralph—Press Kick, Jump, Punch

## REAL BOUT FATAL FURY SPECIAL

### Secret "EX" Characters

At the character-select screen, highlight Andy Bogard, Tung Fu Rue, Billy Kane or Blue Mary. Press and hold the START button, press B, B, C, C, then press and hold B, wait for one second, press and hold C, wait for one second, then press A or D to select the character. (You should still be holding START + B + C when you press A or D to finish the code.) Now you're playing as the alternate "EX" version of the character you chose.

### Fight the Hidden Boss

When playing in one-player mode, you can fight the hidden boss character, Geese Howard, in a special "Nightmare" match if you meet all of the following criteria:

• You must not lose a single round.

• You cannot score a ranking of "C" or less in any battle.

• Your score must be 750,000 or more before you reach the battle with Wolfgang Krauser.

## SAMURAI SHODOWN IV

### AMAKUSA'S REVENGE

#### Honorable Death

At any time during any round, press ← → ↘ ↓ + START to commit suicide. You will begin the next round with your POW meter maxed out.

#### Secret Frogger

When playing as "Bust" Shizumaru against Genjuro, if you win the second round, the toad from Genjuro's *Samurai Shodown II* winning pose will appear.

#### Initial Tricks

When entering your initials for the high score screen, input "AAA" to make your fighter fall down. If you input the initials "KEN", your character will be blasted.

## SAN FRANCISCO RUSH

### Different Racers

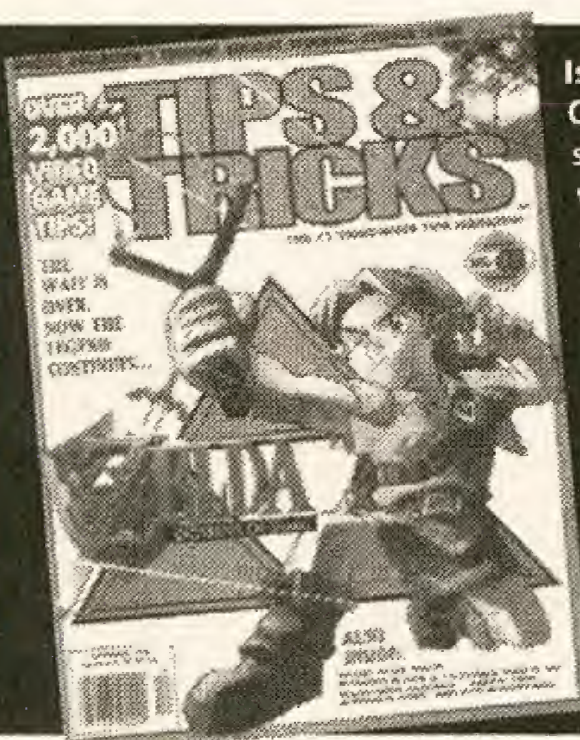
At the vehicle select screen, hold the Music button and press View 1 + Gas.

### Time Trial Mode

At the vehicle select screen, hold the Music button and press View 2 + Gas.

### Increase Force-Feedback

## TIPS & TRICKS 50TH ISSUE SPECIAL



## Issue #46—December 1998

Over 200,000 copies of this issue were sold, a new TIPS & TRICKS record. It really was a great issue; Pat's *Bushido Blade 2* and *Armored Core: Project Phantasma* strategies were exceptional, and the expanded holiday edition of *Cool Zone* showed a bunch of new video-game related action figures that have been announced. Man, if we knew back in '91 that there would one day be a Strider action figure, we wouldn't have felt so guilty about all those hours we spent in front of the TV, playing Genesis games...



## Issue #47—January 1999

Our token *Tomb Raider III* cover showed Lara Croft scratching hip-hop rhythms for her pals from *Bust-A-Groove* to dance to. Tyrone's *Guilty Gear* strategy was a high point; in fact, after this issue went to press, he was lucky enough to get the opportunity to meet with Mr. Iwata of the *Guilty Gear* design team and discuss their favorite speed metal bands. Let's not forget Ara's *Xenogears* strategy, which sported loads of his trademark custom-rendered three-dimensional maps and teeny-tiny item charts. Ara, you da man!



At the vehicle select screen, hold the Music button and press View 3.

## SOUL EDGE

**Boss Code**  
If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press **START** and continue to hold it through the rest of the code. With Mitsurugi highlighted, press **Up, Down**. Move the cursor to Taki and press **Up, Up, Down, Down**, then move to Rock and press **Down, Up, Down, Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo.

## STREET FIGHTER III: SECOND IMPACT

**Play as Akuma**  
Highlight Ryu at the character select screen. Press **Down, Down, Up**. Press **Left** to highlight Ken and press **Up, Up, Down**. Go **Right** to highlight Ryu and press **Up**. Go **Left** again to highlight Ken and press **Down**. Now go **Left** until you reach Sean. At Sean press **Down, Down, Up, Down, Up, Up, Up**. Akuma will appear as a selectable character above Sean.

## STREET FIGHTER ALPHA 2

**Background Select**  
At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in and hold the **START** button for four seconds, then release and choose your character normally. When the fight begins, you'll be in the stage you chose.

**Secret Stages**  
Waterfall: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally.

**Field:** In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

**Extra Colors**  
Choose your character by pressing two **PUNCH** or two **KICK** buttons simultaneously to access alternate colors.

**Hidden Characters**  
The following tricks should be performed at the character-select screen.

**Evil Ryu:** Highlight Ryu, hold **START** for one second, then release. Now press **Right, Up, Down, Left**. Now press and hold **START** again for one second; while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, some new combo possibilities and Super Moves borrowed from Akuma and Ken. **Classic Chun-Li:** Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter II Turbo*; remember that her fireball is now a "charged" move.

**Classic Dhalsim:** Highlight Dhalsim and hold **START**. Now press **Left, Down, Right, Up**, then press any action button to select "Classic Dhalsim".

**Classic Zangief:** Highlight Zangief and hold **START**. Now press **Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down**, then press any action button to select "Classic Zangief".

## STREET FIGHTER ALPHA 3

**"Dramatic Battle" Mode**  
After you add your credits to the game, hold all three Kick buttons and press **START**. Choose your character normally; when the game begins, you will be teamed up with a randomly-selected computer-controlled fighter in a series of six two-on-one battles. Note: This is a "time release" trick which will only work if the machine has been installed at your local arcade for several months. Watch the game in demo mode and note the color of the background when the high score tables appear; if the background is blue, the "Dramatic Battle" mode should be available.

**Secret Character: Juni**  
Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

- Highlight Charlie or Rolento and press **Left** to reveal a random select box. At the random select box, hold **Left** and press any button.

- Highlight Sagat or Gen and press **Right** to reveal a random select box. At the random select box, hold **Right** and press any button.

**Secret Character: Juli**  
Highlight Karin at the character-select screen for at least three seconds, then enter either of the following codes:

- Highlight the random select box next to Charlie or Sagat. At the random select box, hold **Up** and press any button.

- Highlight the random select box next to Rolento or Gen. At the random select box, hold **Down** and press any button.

**Secret Character: Balrog**  
Highlight Karin at the character-select screen for at least three seconds, then highlight any random select box, hold **START** and press any button.

**"Classic" Mode**  
Hold Jab Punch and Short Kick before you put your money into the machine. Press **START**, then select a character while continuing to hold Jab Punch and Short Kick. This code gives every opponent a low Guard Meter and makes it easier to get your opponent dizzy.

**"Mega Damage" Mode**  
Hold Strong Punch and Forward Kick before you put your money into the machine. Press **START**, then select a character while continuing to hold Strong Punch and Forward Kick. This code gives you and your opponent double damage on all moves. You will see a meter at the bottom of your life bar that says "on" and you will have to win two rounds to beat an opponent while he or she only has to win one.

**"No ISM" Mode**  
Hold Fierce Punch and Roundhouse Kick before you put your money into the machine. Press **START**, then select a character while continuing to hold Fierce Punch and Roundhouse Kick. This code disables your Guard Meter and gives you "X" mode strength.

## SUPER PUZZLE FIGHTER II TURBO

**Play As Akuma**  
Player 1 side: At the character-select screen, highlight Ryu and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Left, Down, Left, Down, Left, Down, Left**, and continue to hold the joystick **Left** at this last step. While still holding **START** and **Left**, press an action button. Akuma will appear as your

character.  
Player 2 side: At the character-select screen, highlight Ken and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down, Right, Down, Right, Down, Right, Down, Right**, and continue to hold the joystick **Right** at this last step. While still holding **START** and **Right**, press an action button. Akuma will appear as your character.

**Play As Dan**  
At the character-select screen, highlight Ryu (on the Player 1 side) or Ken (on the Player 2 side) and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Press **Down** 14 times, then press any button. Dan will appear as your character.

**Play As Devilot**  
Follow the instructions for playing as Dan (above), but watch the timer countdown. After pressing **Down** 14 times, you must press any button at the exact instant when the timer reads 10 seconds. If you've done this correctly, Devilot will appear as your character.

## SUPER STREET FIGHTER II TURBO

**Play As Akuma**  
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu again for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

## TOP SKATER

Note: In each of the following codes, the words "Left" and "Right" refer to the **Left** and **Right** select buttons on the machine, not directions on the skateboard.

**Secret Character: Alex (Surfer)**  
Choose your course; then, when the character select screen appears, press the **Left** select button three times, **Right** three times and **Left** 13 times.

**Secret Character: P-Nut (Body Boarder)**  
At the course select screen, press and hold the **START** button; then, at the character select screen, press the **Right** select button six times, **Left** six times, **Right** three times, **Left** three times, **Right** four times, then release the **START** button.

**Super-Deformed Mode**  
At the stage select screen, press the **Left** select button nine times, **Right** nine times, **Left** four times, **Right** four times and **Left** five times. Next, lean the board forward (step on the front of the board) and press both the **Left** and **Right** select buttons simultaneously three times. When you get to the character select screen each character should appear to be in Super Deformed mode.

## TIME CRISIS

**Extra Life**  
If you score direct hits on 10 enemies in a row, a life icon will start to become visible to the right of the time display. If you continue to hit enemies without missing, the icon will become clearer and clearer; when you reach 40 direct hits in a row, you earn an extra life. If you miss just one shot, the icon disappears and you have to start over.

## VAMPIRE SAVIOR

**Alternate Character**  
Highlight Jon Talbain at the character select screen, then press **START** + all three Punch

buttons simultaneously. This gives you an alternate version of Talbain as he appeared in *Night Warriors*, with different colors and slightly different animation.

**Soul Stealer**  
At the character select screen, highlight the random-select box and enter the following code: Press **START** five times and hold it down at the fifth press; then, while you're still holding **START**, press **Strong Punch** (also known as Medium Punch). If you've entered the code correctly, the Soul Stealer will appear behind your character. Now you will assume the persona of each character you defeat; e.g. if you defeat Raptor, you become Raptor for the next battle.

## VIRTUA FIGHTER 3

**Ranking Mode**  
Insert your coins, then press and hold all four buttons (**A** + **B** + **C** + **D**) and press **START**. When the game begins, your attacks will be illustrated on the screen and your rank will be displayed when the game is over.

**Alternate Costume Select**  
At the character-select screen, highlight the character you wish to select, hold **START** and press any button to choose that character's alternate costume.

**Winning Pose Select**  
When you win a match, you can select a specific winning pose by holding down the hold **PUNCH, KICK, GUARD** or **DODGE** button; each one corresponds to a different pose. Some characters—like Pai—have more than four victory poses, and each fighter has a special pose and saying which only appear after a "perfect" victory.

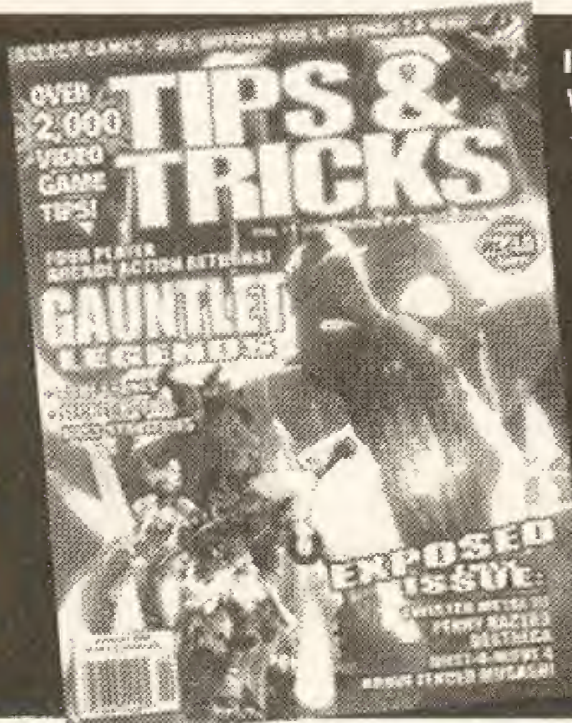
## VIRTUAL ON

**Special Moves**  
With the exception of Apharmd's Rear Attack, the following special moves can only be performed when your weapons gauge is full. **Temjin's Gliding Ram:** While in the air, push both sticks **Forward** and press both triggers. **Viper II's S.L.C. Dive:** While in the air, push both sticks **Forward** and press both triggers. **Dorkas' Mega Spin Hammer:** Turn to the **Right** and press both triggers. **Apharmd's Rear Attack:** When in close to your opponent, jump, then push the joysticks **Forward** diagonally and press both triggers.

## X-MEN VS. STREET FIGHTER

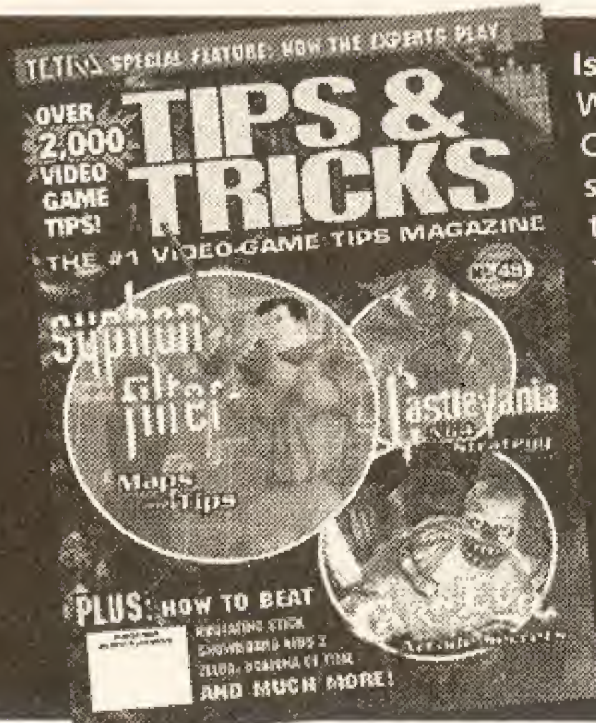
**Play as Akuma**  
At the character-select screen, highlight Mag-neto, Juggernaut, Dhalsim or M. Bison and press **Up**; Akuma's picture box will appear.  
**Play as Alpha Chun-Li**  
At the character-select screen, highlight Chun-Li, hold the **START** button and press any action button to choose Chun-Li in her *Street Fighter Alpha* costume.  
**Random Select**  
Hold the joystick diagonally in the **Up/Left** (↖) or **Up/Right** (↗) direction for three seconds. The cursor will begin to cycle through the different characters; just press an action button to choose your character. Note: If you pick a character, then use the random select feature for your second character, the cursor will skip the first fighter you chose. However, you can use the *Alpha Chun-Li* code to create a team of two Chun-Lis as follows: Choose the *Alpha Chun-Li* as described above, then use the random select trick and press a button at the exact moment when the cursor passes over Chun-Li. You'll get the *XSF Chun-Li* teamed up with the *Alpha* version. They look different, but they have the same moves.

TIPS & TRICKS  
50TH ISSUE SPECIAL



## Issue #48—February 1999

We put the word "EXPOSED" in big letters on this cover because we wanted to trick our pals at Atari Games into thinking that we had discovered the "nude code" in *Gauntlet Legends*. (Hey, give us another month or two, we'll get it!) Interesting anecdote: Contributor Geoff Arnold wrote this issue's *Penny Racers* strategy guide back in '98, but the game was delayed, so we put his article in storage. By the time we printed it, Geoff was in the middle of a four-month tour of duty in the Middle East as a member of the U.S. Air Force!



## Issue #49—March 1999

We tracked down Nintendo World Champion Thor Aackerlund for this issue's *Tetris* feature, which also featured strategy advice from none other than the creator of *Tetris*, Alexey Pajitnov! We also balanced out the *Syphon Filter* and *Castlevania* coverage with some little-known but great games, in the grand tradition of *TIPS & TRICKS* exotica: *Jaleco's Irritating Stick*, *Atlus' Snowboard Kids 2* and *Midway's CarnEvil*, a demented little arcade shooting gallery game that's one of the most underrated coin-ops of '99.





## GAME SHARK

**Codes for use with Interact  
Game Products' Game Shark  
Video Game Enhancers**

### PlayStation

#### Apocalypse

80018BD2-2400 + 80018BE4-03E8 +  
80018BE6-2402 + 80022B46-2400—All  
weapons + infinite ammo  
800FF874-0005—Infinite lives

#### Assault: Retribution

800936B6-0006—Infinite ammo, Player 1  
800936BC-0005—Infinite lives, Player 1  
30093681-0003 + 30093682-0003 +  
30093683-0003 + 30093684-0003—Have  
all weapons, Player 1

#### Asteroids

8011013C-0009—Infinite lives

#### Brave Fencer Musashi

80078E8E-0001—Infinite cash  
80078F08-FFFF—Quick level gain

#### Brigandine

80076E78-03E7—999 HP for Vaynard  
80076E7A-03E7—999 MP for Vaynard  
30076E7C-00FF—Super Strength for Vay-  
nard  
30076E7D-00FF—Super Intelligence for  
Vaynard  
30076E7E-00FF—Super Agility for Vay-  
nard  
80076E80-03E7—999 Rune Power for  
Vaynard  
80077C38-03E7—999 HP for Brangien  
80077C3A-03E7—999 MP for Brangien  
30077C3C-00FF—Super Strength for  
Brangien  
30077C3D-00FF—Super Intelligence for  
Brangien  
30077C3E-00FF—Super Agility for Brang-  
ien  
80077C40-03E7—999 Rune Power for  
Brangien  
80076E28-03E7—999 HP for Lance  
80076E2A-03E7—999 MP for Lance  
30076E2C-00FF—Super Strength for  
Lance  
30076E2D-00FF—Super Intelligence for  
Lance  
30076E2E-00FF—Super Agility for Lance  
80076E30-03E7—999 Rune Power for  
Lance  
80076EA0-03E7—999 HP for Cai  
80076EA2-03E7—999 MP for Cai  
30076EA4-00FF—Super Strength for Cai  
30076EA5-00FF—Super Intelligence for  
Cai  
30076EA6-00FF—Super Agility for Cai  
80076EA8-03E7—999 Rune Power for Cai

80076EF0-03E7—999 HP for Dryst  
80076EF2-03E7—999 MP for Dryst  
30076EF4-00FF—Super Strength for Dryst  
30076EF5-00FF—Super Intelligence for  
Dryst  
30076EF6-00FF—Super Agility for Dryst  
80076EF8-03E7—999 Rune Power for  
Dryst  
80076E50-03E7—999 HP for Lyonesse  
80076E52-03E7—999 MP for Lyonesse  
30076E54-00FF—Super Strength for Ly-  
onesse  
30076E55-00FF—Super Intelligence for  
Lyonesse  
30076E56-00FF—Super Agility for Ly-  
onesse  
80076E58-03E7—999 Rune Power for Ly-  
onesse  
80077008-03E7—999 HP for Kiloph  
8007700A-03E7—999 MP for Kiloph  
3007700C-00FF—Super Strength for  
Kiloph  
3007700D-00FF—Super Intelligence for  
Kiloph  
3007700E-00FF—Super Agility for Kiloph  
80077010-03E7—999 Rune Power for  
Kiloph

#### Bushido Blade 2

3009BC7F-0003—Have Utsusemi  
3009BC80-0003—Have Red Shadow  
3009BC81-0003—Have Tsubame  
3009BC82-0003—Have Sazanka  
3009BC83-0003—Have Suminasashi  
3009BC84-0003—Have Nightstalker  
3009BC85-0003—Have Matsu Mushi  
3009BC89-0003—Have Hongou  
3009BC8A-0003—Have Katze  
3009BC8B-0003—Have Highway Man  
3009BC8C-0003—Have Chihiro  
3009BC8D-0003—Have Utamaru  
3009BC8E-0003—Have Tonu Umeda  
3009BC8F-0003—Have Iso Hachi  
3009BC90-0003—Have extra character 1  
3009BC91-0003—Have extra character 2

#### Bust-A-Groove

80068740-FFFF—Max .dance points,  
Player 1  
80068744-FFFF—Max. dance points,  
Player 2  
80068740-0000—No dance points, Player 1  
80068744-0000—No dance points, Player 2  
80068766-0002—Infinite attacks, Player 1  
8006877A-0002—Infinite attacks, Player 2  
80068766-0000—No attacks, Player 1  
8006877A-0000—No attacks, Player 2  
80068738-FFFF—Max enthusiasm, Player 1  
8006873C-FFFF—Max enthusiasm, Player 2  
80068738-0000—No enthusiasm, Player 1  
8006873C-0000—No enthusiasm, Player 2  
30051AC0-0001 + 30051AC1-0001 +  
30051AC2-0001 + 30051AC3-0001—Extra  
characters

#### Colony Wars: Vengeance

800C4D04-0008—Infinite assign power  
points  
80045FB4-0064—Infinite shields  
8012E21C-0000—Weapon in position 1  
never overheats  
8012E274-0000—Weapon in position 2  
never overheats

8012E2CC-0000—Weapon in position 3  
never overheats

#### Darkstalkers 3

801C0E54-0120 + 801C0E56-0120—Infi-  
nite health, Player 1  
801C1228-0120 + 801C122A-0120—Infi-  
nite health, Player 2

#### Dragon Seeds

800846D4-03E7 + 80084756-03E7—Max.  
damage  
800846D2-0063 + 80084754-0063—Max.  
evasion

#### Duke Nukem: Time to Kill

800D73CC-4E20—Infinite Armor  
800D7490-0001 + 800D7492-03E7—Infi-  
nite Holy Hand Grenades  
800D7494-0001 + 800D7496-03E7—Infi-  
nite Dynamite  
800D7478-0009—Laser Gatling Gun  
800D74CE-03E7—Infinite Laser Gatling  
ammo  
800D71CA-4E20—Infinite health  
800D7468-0001—Crossbow  
800D746C-0001—Desert Eagle  
800D7470-0001—Combat Shotgun  
800D7474-0001—Buffalo Rifle  
800D7478-0001—Gatling Gun  
800D747C-0001—RPG  
800D7480-0001—Flame Thrower  
800D7484-0001—Energy Weapon  
800D7488-0001—Freezer  
800D74F4-0001—Bio Mask  
800D74F6-6000—Infinite Bio Mask energy  
800D74F8-0001—Goggles  
800D74FA-6000—Infinite Goggle energy  
800D7500-0001 + 800D7502-6000—Infi-  
nite Medkits  
800D747C-0009—Incendiary RPG  
800D74D2-03E7—Infinite Incendiary  
rounds  
800D7480-0009—Hi-Temp Flame Thrower  
800D74CA-03E7—Infinite Hi-Temp fuel  
800D7484-0009—Super Zapper

#### Eggs of Steel

80078B18-0010—Temperature always  
low  
80078B20-0063—99 Bolts  
80078B24-0063—99 Coins

#### The Fifth Element

801FFF5C-0001 + 801FFF5E-0001 +  
801FFF60-0001 + 801FFF62-0001—Have  
all Elements  
801FFF64-0001—Have Z Key Card  
801FFF66-0001—Have ZFX Energy Cell  
801FFF68-0001—Have Fhloston Tickets  
801FFF6C-0001—Have Mondoshawan  
Key  
801FFF70-0001 + 801FFF72-0001 +  
801FFF74-0001 + 801FFF76-0001—Have  
all Activators  
801FFF7A-0001—Have Key Pass  
800DD588-0163—Infinite ammo  
(Korben)  
801FFF5A-0001—Infinite Contact Bombs  
(Leeloo)  
801FFF82-0001—Infinite Grenades  
(Leeloo)





## Guilty Gear

8007CB98-00BC—Infinite Health, Player 1  
8007CB68-00BC—Infinite Health, Player 2  
8007C8B8-0040—Max Power, Player 1  
8007C8B8-0000—No Power, Player 1  
8007CB88-0040—Max Power, Player 2  
8007CB88-0000—No Power, Player 2  
80139048-000A—Play as Testament  
80139048-000B—Play as Justice  
80139048-000C—Play as Baiken

## Kagero: Deception II

800E7C4E-0196—Infinite health  
800E7C5C-2710—Infinite Ark

## Kensei: Sacred Fist

80010588-FFFF + 8001058A-003F—Extra characters

## Knockout Kings

801DA5DE-0064 + 801DA606-0064—Max. health, Player 1  
801DA60C-270F—Max. Power, Player 1  
801DAF6A-0064 + 801DAF92-0064—Max. health, Player 2  
801DAF98-270F—Max Power, Player 2

## Lucky Luke

800A1A64-03E8—Infinite money  
800A1A66-0009—Infinite dynamite  
800A1A60-0009—Infinite lives

## Motorhead

801AAA04-0001 + 801AAA1C-0001 +  
801AAA34-0001 + 801AAA4C-0001 +  
801AAA64-0001 + 801AAA94-0001 +  
801AAAAC-0001—All cars unlocked  
8003D0C0-000F—All tracks unlocked (1 of 2)  
801AAAD8-0001 + 801AAAE0-0001 +  
801AAAF0-0001 + 801AAFC8-0001 +  
801AAB08-0001 + 801AAB14-0001 +  
801AAB20-0001 + 801AAB2C-0001 +  
801AAB38-0001 + 801AAB44-0001 +  
801AAB5C-0001 + 801AAB68-0001 +  
801AAB74-0001—All tracks unlocked (2 of 2)

## NCAA March Madness 99

800152C4-0000—Home team scores 0  
80016700-0000—Away team scores 0  
800152C4-0096—Home team scores 150  
80016700-0096—Away team scores 150

## Oddworld: Abe's Exoddus

800B2D38-0005—Extra escapees  
800B4784-0000—No casualties

## Rival Schools

801F65D0-FFFF + 801F65D4-FFFF +  
801F65D8-FFFF + 801F65DA-FFFF +  
801F65DC-FFFF + 801F65DE-FFFF—Extra characters and modes

## Roll Away

800A33F8-1250 + 800A573C-1250—Infinite time

## Running Wild

8002864A-2402—Always place 1st  
800CC69C-FFFF—Have all secrets

## S.C.A.R.S.

801F72FA-0001 + 801F72FC-0001 +  
801F72FE-0001 + 801F7300-0001—Have all cars

## Tekken 2

Note: There are two different versions of Tekken 2. If the codes that are preloaded into your Game Shark do not work, try these instead:

800D0AAE-006E—Infinite health, Player 1  
800D1CB6-006E—Infinite health, Player 2  
801ED298-1A20 + 801ED29A-142A +  
801ED29C-1E22 + 801ED29E-1816 +  
801ED2A0-281C + 801ED2AC-0016—Extra characters

## Tomb Raider III

8009914E-0708—Infinite air  
800974F8-0015 + 80097530-6784 +  
80097534-67D8 + 80097538-682C +  
8009753C-6880 + 80097540-68D4 +  
80097544-6928 + 80097548-697C +  
8009754C-69D0 + 80097550-6A24 +  
80097554-6A78 + 80097558-6ACC +  
8009755C-6B20—All items + ammo (1 of 4)  
80097560-6B74 + 80097564-6BC8 +  
80097568-6C1C + 8009756C-6C70 +  
80097570-6CC4 + 80097574-6C18 +  
80097578-6D6C + 8009757C-6DC0 +  
80097532-0009 + 80097536-0009 +  
8009753A-0009 + 8009753E-0009 +  
80097542-0009 + 80097546-0009—All items + ammo (2 of 4)  
8009754A-0009 + 8009754E-0009 +  
80097552-0009 + 80097556-0009 +  
8009755A-0009 + 8009755E-0009 +  
80097562-0009 + 80097566-0009 +  
8009756A-0009 + 8009756E-0009 +  
80097572-0009 + 80097576-0009 +  
8009757A-0009—All items + ammo (3 of 4)  
8009757E-0009 + 80099208-03E8 +  
8009920C-03E8 + 80099210-03E8 +  
80099214-03E8 + 80099218-03E8 +  
8009921C-03E8 + 80099220-03E8 +  
80097516-03E8 + 80097518-03E8 +  
8009751A-03E8 + 8009751E-03E8 +  
80097520-03E8 + 80097522-03E8 +  
80097580-72AC + 80097582-0009—All items + ammo (4 of 4)

## Twisted Metal III

800D28D0-0007—Play as Minion  
800D28D0-000B—Play as Sweet Tooth

## WCW/NWO Thunder

30079F91-0001—Enable Eddie Guerrero  
30079F92-0001—Enable Hammer  
30079F93-0001—Enable Stevie Ray  
30079F94-0001—Enable Scotty Riggs  
30079F95-0001—Enable Horace  
30079F96-0001—Enable Rey Mysterio Jr.  
30079F97-0001—Enable Lodi  
30079F98-0001—Enable SickBoy  
30079F99-0001—Enable Disco Inferno  
30079FA4-0001—Enable Arn Anderson  
30079FA5-0001—Enable Bobby Heenan  
30079FA6-0001—Enable Kimberly  
30079FB5-0001—Enable Prince Laukea  
30079FB6-0001—Enable Vincent  
30079FB7-0001—Enable Tony Schiavone  
30079FB8-0001—Enable Iron Mike Tenay

## Nintendo 64

### Buck Bumble

810E9652-0005—Infinite lives  
810E92D8-42B0—Infinite health  
810E92E6-03E8 + 810E92EA-03E8 +  
810E92EE-03E8 + 810E92F2-03E8 +  
810E92F6-03E8 + 810E92FA-03E8 +  
810E92FE-03E8 + 810E9302-03E8 +  
810E9306-03E8 + 810E930A-03E8 +  
810E930E-03E8—Infinite ammo  
810E92E0-0101 + 800E92E2-0001—Have all keys

### Extreme-G 2

80182F87-0001 + 8018305F-0001 +  
80183137-0001 + 8018320F-0001 +  
801832E7-0001 + 801833BF-0001 +  
80183497-0001 + 80183647-0001 +  
8018371F-0001 + 801837F7-0001—Extra tracks  
801839CF-0001 + 801839D3-0001 +  
801839D7-0001—Extra characters

### FIFA 99

800375B7-0000—Home team scores 0  
800375B3-0000—Away team scores 0  
800375B7-0009—Home team scores 9  
800375B3-0009—Away team scores 9

### Glover

8028FC07-0000—Infinite Double Jumps  
D02AE905-0020 + 81290334-43E0—Press L button to levitate

### Knife Edge

8011D467-0064—Infinite Armor  
801239B3-000A—Level 11 Vulcan Cannon  
8011D46F-0003—Infinite Bombs

### Nightmare Creatures

810A4BAE-0009—Spider Cards  
810A4BB0-0009—Proximity Mines  
810A4BB2-0009—Repulsive Smoke  
810A4BB4-0009—Freeze Spell  
810A4BB6-0009—Dynamite  
810A4BB8-0009—Flash  
810A4BBA-0009—Fire Bombs  
810A4BBC-0009—Multi-Gun  
810A4BBE-0009—Berzerkers  
810A4BC0-0009—Super Healing  
810A4BC2-0009—Healing  
810A4BC4-0009—Chaos  
810A4BC6-0009—Gun  
800A4B53-0009—Infinite lives

### Star Wars: Rogue Squadron

80130B10-0008—Infinite lives  
8010CA32-0008—Infinite secondary weapons

### Twisted Edge

#### Extreme Snowboarding

810829B8-C350—Have 50,000 Stunt Points  
81149600-0000 + 81149602-0000—Low timer  
81082A04-0003 + 81082A06-FFFF—Extra boards  
810829FC-BFFE—Extra tracks  
810829F8-07FF—Extra characters  
810829F0-0700—Extra difficulties





## TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

### SEGA CITY

31 Fortune Drive, Suite 302 • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
Time Crisis II (Solo)	1,069,070	JSC
Time Crisis II (Co-op)	1,272,380	A.K & B.K
Time Crisis II (Solo)	14:47'31	JSC
Star Wars Trilogy	2,592,800	RBV
Racing Jam 2 (Bank Circuit)	2:37'339	CSD
The House of the Dead	96,600	Otis Pittman
Daytona USA 2 (Beginner)	2:16'74	Greg Profeta
Daytona USA 2 (Advanced)	3:07'14	H.H

### ALADDIN'S CASTLE

270 Loudon Road, Unit 1036 • Concord, NH 03301 • (603) 228-9110

GAME	HI SCORE	NAME
Time Crisis (Story Mode)	11:52'10	Scott Byers
Time Crisis II (Timed Stage 1)	2:39'83	E Sweet
Tekken 3 (Paul) (Ultra Hard)	3:21'35	Josh B
Tekken 3 (Law) (Ultra Hard)	4:04'30	Troy Towers
Tekken 3 (Heihachi) (Ultra Hard)	3:40'45	Josh B
Tekken 3 (Eddy) (Ultra Hard)	5:54'88	Eric Martinson
X-Men vs. Street Fighter	1,328,402	Ron Uliano
Knights of the Round	431,450	Len Hanley
Aliens vs. Predator	3,322,407	Steven Rule
Maximum Force	829,180	Ron Uliano

### U.P. ARCADES

301 N. Lincoln Road. • Escanaba, MI 49829 • (906) 786-0200

GAME	HI SCORE	NAME
Soul Calibur (Nightmare)	3:12'07	MJD
Soul Calibur (Mitsurugi)	3:33'98	MDS
Blitz 99 (Most tackles)	32	PAR
Blitz 99 (Largest victory margin)	73	JBE
Blitz 99 (Most touchdowns)	9	RED
Blitz 99 (QB Rating)	254.4	RUD
Blitz 99 (Most sacks)	19	RED
Cruis'n World (Egypt)	1:35'60	KEV
Cruis'n World (Mexico)	1:43'98	KEV
Championship Sprint	333,560	RRS

### LESTER'S FAMILY AMUSEMENT

6400 Kingsway • Burnaby B.C. Canada V5E-1C5 • (604) 438-1366

GAME	HI SCORE	NAME
Blitz 99 (most sacks)	19	Ben
Blitz 99 (Most TDs)	17	Greg G
Blitz 99 (largest victory)	162	Greg G
Super Puzzle Fighter II Turbo	497,530	DB
The House of the Dead	64,400	Bruno A.
Galaga	179,790	Jason G.
Raiden II	528,010	DAN
Marvel vs. Capcom	1,926,402	ICP
Tekken 3 (Eddy)	2:19:88	KZR
Time Crisis II (solo play)	1,386,990	JIM

### CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
San Francisco Rush	2:25'00	Miami, FL
Gauntlet Legends (Valkyrie)	Level 88	Sfw
Street Fighter EX 2	31 wins	ADM
Blitz 99 (Most wins)	174	BERTHA
Street Fighter III: 2nd Impact	1,047,207	FK
Time Crisis II (Link Play)	1,078,810	NRH & MPG
Addams Family (pinball)	3,142,775,000	PML
Cruis'n World (Hawaii)	1:38'01	SCH
Marvel vs. Street Fighter	7 wins	DBN
Street Fighter Alpha 3	24 wins	Ari Wentraub

### ALL AMUSEMENT CENTER

201E. Magnolia Blvd #128 (Media Center) • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
King of Fighters '98	248,100	E.C
Tekken 3 (Eddy)	2:40'06	JAG
Theatre of Magic (pinball)	2,081,738,310	ZAC
The House of the Dead 2	80,000	TFF
Area 51	477,925	LUIS
Marvel vs. Street Fighter	821,700	GABY
Time Crisis 2	1,394,090	RBV
Street Fighter Alpha 3	1,322,800	OZZY
Marvel vs. Capcom	1,058,000	MTX
Marvel Super Heroes	1,551,801	IZZY

### METROPOLIS

72-840 Hwy. 111 Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohiana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	1,125,780	Jon Turner
Time Crisis II	1,004,310	Kurohiana
Rival Schools: United by Fate	2,141,103	Michael Lamug
Blitz 99 (win streak)	43 wins	Israel
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43'15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan



# FuncoLand SuperStore



## SNES

Aerobiz	\$18
Battletoads/Dbl Drg	\$8
Donkey Kong Cty	\$15
Earthbound	\$25
Griffey Baseball	\$15
Home Alone	\$8
Jungle Book	\$15
Kirby Superstar	\$29
Lion King	\$15
Mario Kart	\$18
NBA Jam	\$5
Nhl Hockey 97	\$18
PGA Golf	\$15
Rom 3 Kings 2	\$15
Sup Mario All Stars	\$15
TMNT 4	\$11
Vegas Stakes	\$13
WWF Raw	\$19
X-Men	\$11
Yoshi's Island	\$25

## Nintendo

Baseball Stars	\$13
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Hogans Alley	\$5
Ironsword	\$2
Jeopardy	\$11
Kung Fu	\$4
Mega Man	\$18
Ninja Gaiden	\$3
Operation Wolf	\$1
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# Castlevania®

Last issue, I detailed the first five stages of *Castlevania*. Now I'm going to cover Stages 6 through 10. The maps here follow the same format as those in the previous installment. Lighter colored areas have a relative higher altitude than dark areas, and specific areas of interest are labeled, including major items and secrets.

## HALFWAY POINT

After you complete Stage 5 and ride the elevator to the upper floor, you'll arrive at the halfway point of the game. Here, you'll find a large room with a save point and two bridges leading out to Stages 6a and 6b. If your character is Reinhardt, the bridge connecting to Stage 6a will be accessible and the other one (leading to Stage 6b) will have a large gap in it that is too wide to jump over. If you're using Carrie, you will be able to cross the bridge leading to Stage 6b, but the opposite bridge will

have a similar hole in it. Also note that every time you pass through the transition point between stages from this point on until Stage 7, your life will be restored and you will be able to go back and forth through the transition point at will. The side effect of this is that you'll have a location where you can restore life anytime you want without having to use an item.

## Stage 6A DUEL TOWER

**Reinhardt Only**

This stage is one huge room with a number of high platforms in it. This is one of the most difficult stages in the game because of all the difficult jumps you'll have to make. What's more, there are no save points in here either.

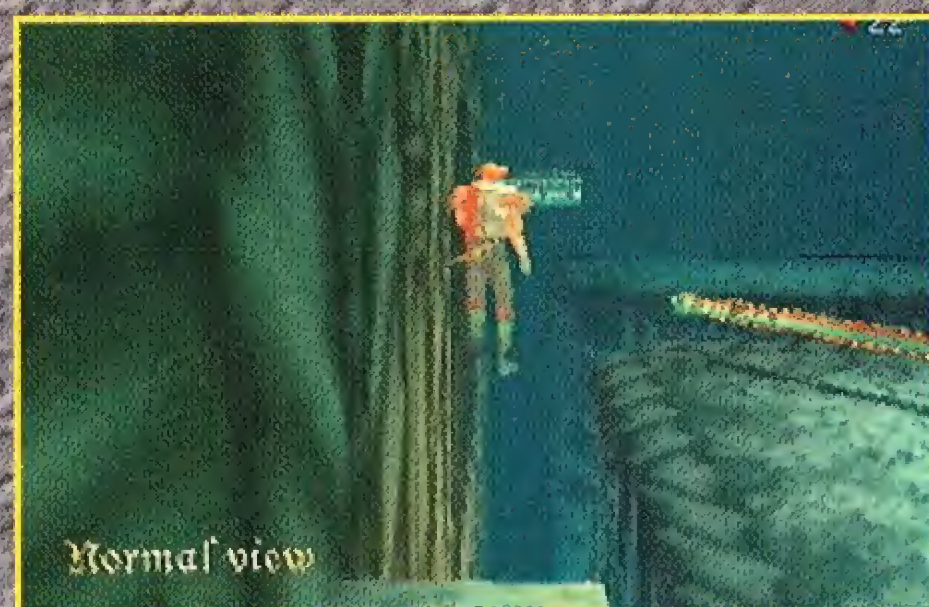
### Areas of Interest

#### DUELS 1 AND 2

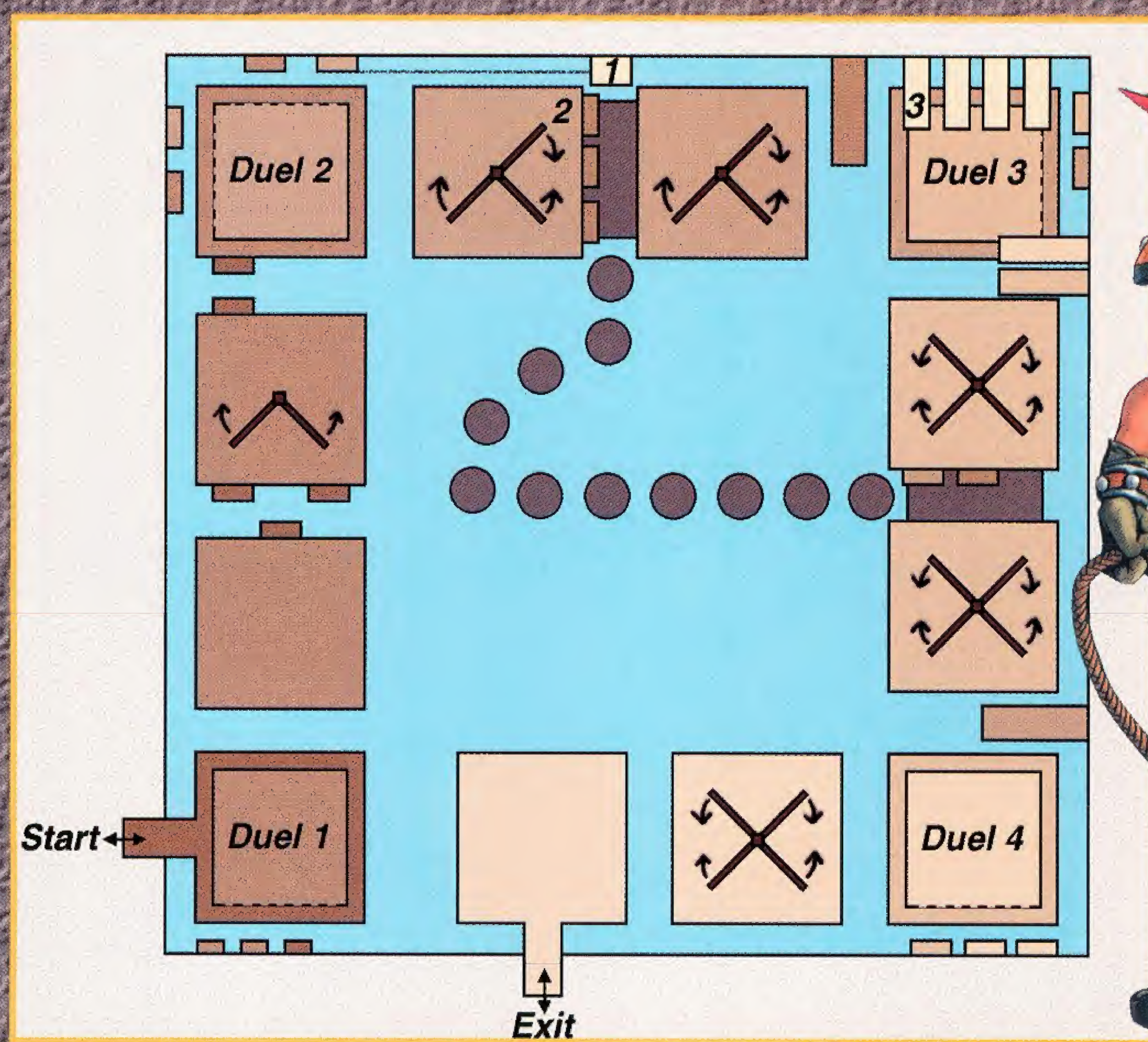
When you enter each Duel's platform, fences will appear surrounding the area and your opponent will rise up from the middle of the floor. The ceiling will start to descend slowly, so you'll only have a limited amount of time to defeat the enemy. The first two Duels are pretty easy. If you alternate attacking and moving around (that is, don't just stand in one place) you should be able to beat both of them without trouble. Once you defeat one, only certain portions of the fence will open up, allowing you to escape the crushing ceiling. The dashed side of the wall in each Duel on the map designates which wall(s) will give way after the corresponding enemy is defeated. Note that the ceiling is very wide, and if you're not close enough to the edge of the platform when you try to get out of its way, it can still crush you on its way down.

#### POINT 1

You can reach this platform by way of an invisible ledge along the upper wall; it extends from the platforms next to Duel 2. The two torches here contain a Roast Beef and a Power-Up.







## POINT 2



If you're careful here, you can climb down the ledges adjacent to this platform and take a shortcut, bypassing Duel 3 and some difficult jumps. The circular platforms that make up the shortcut will sink if you stand on them for too long.

## POINT 3

There's a Roast Beet here. To get to these high platforms, you'll have to climb up before facing the enemy at Duel 3; you won't be able to reach it afterward.

## DUEL 3

This guy will turn red before unleashing his brutal attack. If you stay away when he changes color, you can easily avoid it. In between attacks, he doesn't do very much, so use this opportunity to get some hits in.

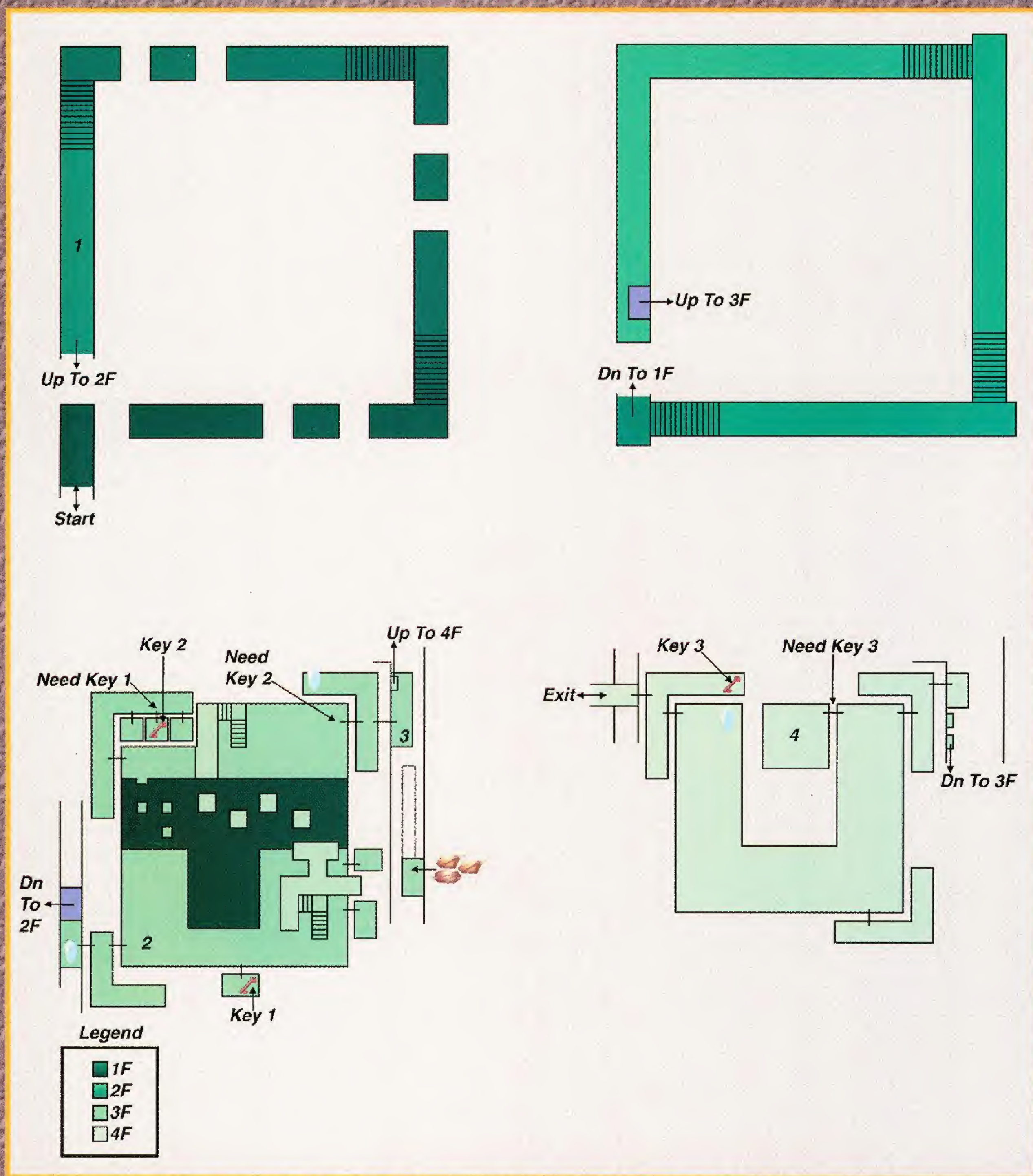
## DUEL 4

You'll face a large enemy similar to Stage 1's mini boss here. He'll walk toward you and will pick you up and throw you if he gets sufficiently close. Not only is this attack damaging, but it wastes a lot of your time. In order to gain distance, don't run away from him. Instead, continually circle around him; he's slower at turning than he is at walking.

# Stage 6B TOWER OF SCIENCE Carrie Only

The Tower of Science begins with a long spiraling path and ends with a maze of rooms with mechanical enemies. There are plenty of ways to die in this stage, and almost all of them can be avoided if you move patiently. Don't freak out and take your time!





### Areas of Interest

#### POINT 1

Starting here, you'll have to cross a series of conveyor belts for the rest of the way until you reach the elevator (marked blue on the map). Watch out for the small gaps between sections of the conveyor. You'll be instantly killed if you walk into them.



#### POINT 2

This room has devices on the walls and on the floor that will shoot lasers at you if you get too close. Make sure you're out of their range and destroy all of the ones in your immediate vicinity with your homing shot before moving on. Since none of the enemies here change position, if you destroy them methodically you can get through the area without taking damage. In order to advance, you'll need to first get Key 1 before you can get into the room where Key 2 awaits.



**POINT 3**

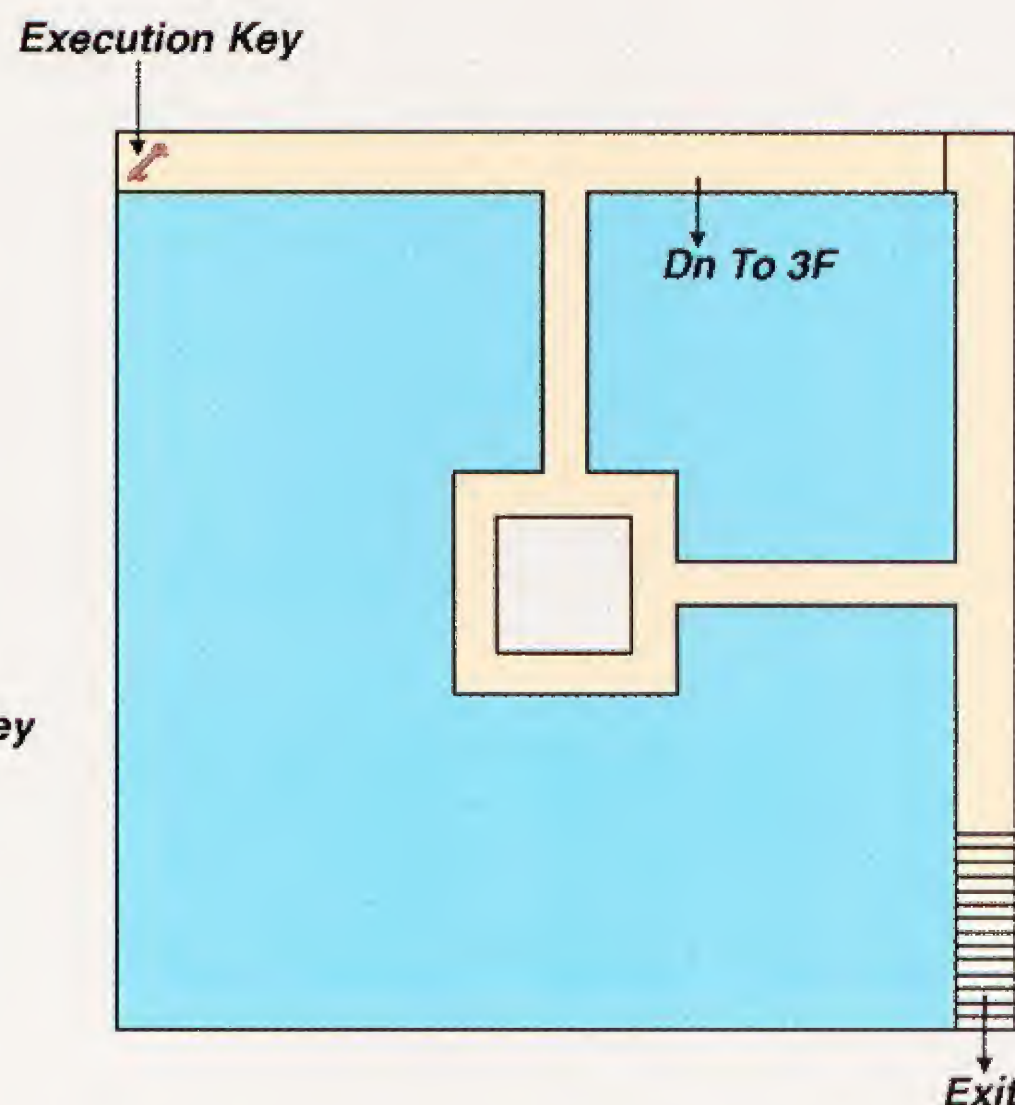
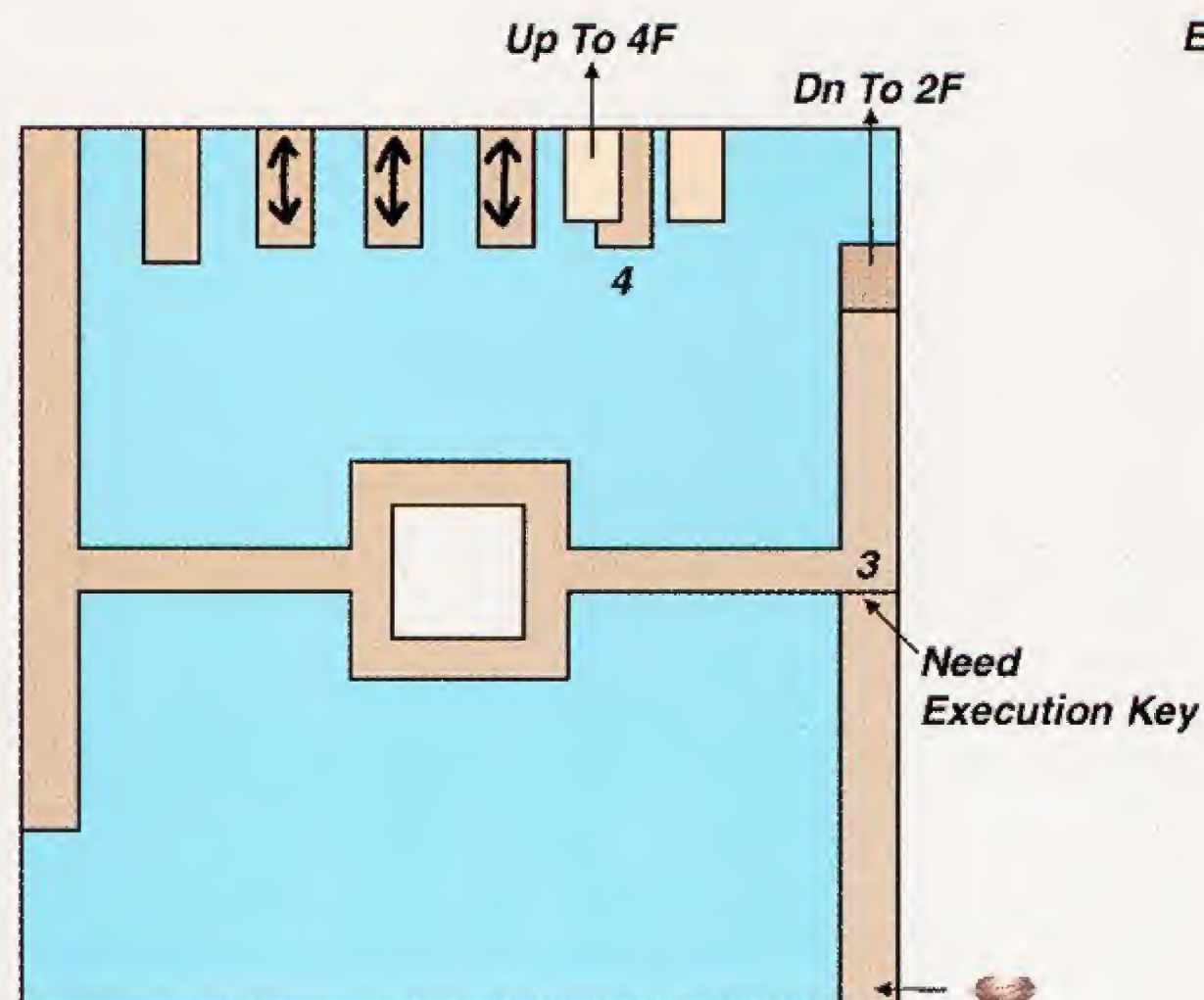
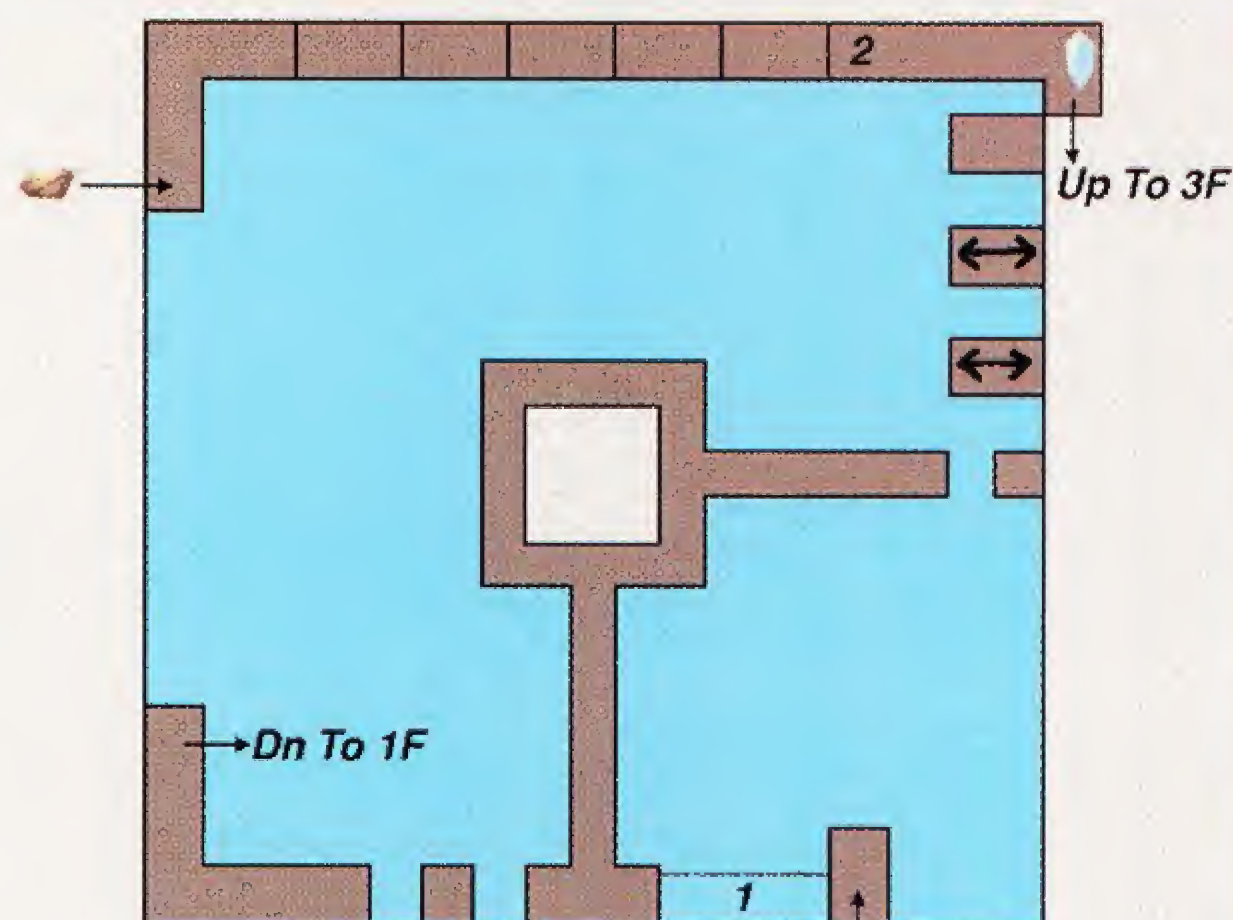
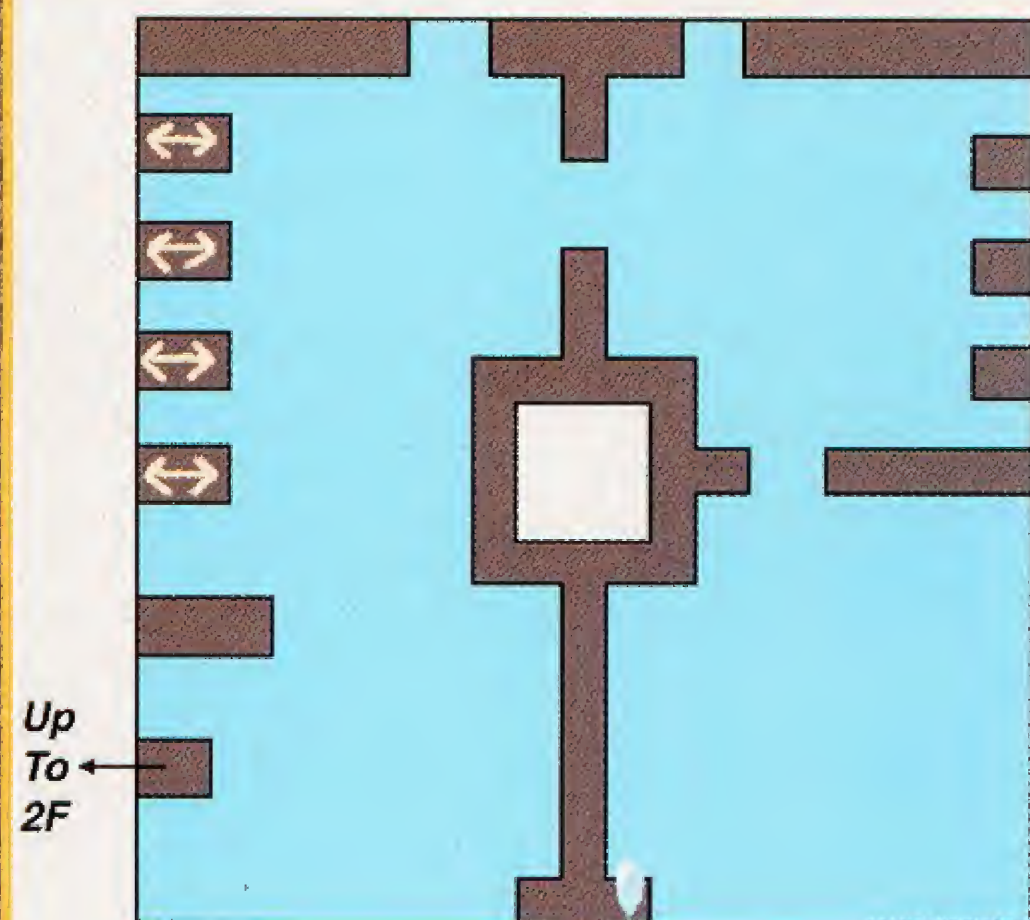
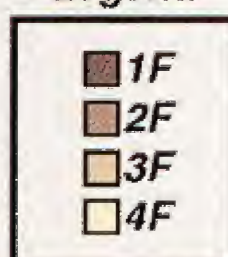
Here is another invisible platform leading to a ledge filled with goodies. Notice that the invisible platform does not completely connect the two ledges. You'll have to jump off of Point 3 in order to reach it.

**POINT 4**

In order to reach this room, you'll have to get Key 3, which is all the way on the other side of this floor. There's only a Cross and two \$500 bags in here, so unless you're hurting for items it's not crucial to backtrack for them.

**Stage 7A TOWER OF EXECUTION****Reinhardt Only**

With flying, bloody blades, moving platforms and other unfriendly things, this stage will seem like the toughest yet. Don't worry; if you've survived the previous stage, this one won't be nearly as challenging. On the map, the two-sided arrows denote platforms that move out of and recede back into the walls.

**Legend**





## Areas of Interest

### POINT 1

Once again, here's another invisible platform leading up to a seemingly unreachable area.



### POINT 2

There's a series of spikes that emerge from the floor all along the ledge here. Jump over them as they drop back into the floor.

### POINT 3

In order to venture beyond here, you'll need the Execution Key from 4F. As in Stage 6b, if you don't need the items badly it probably isn't worth your while to go back for them.



### POINT 4

There is a tricky jump here that you will always miss if you jump blindly. A platform has been cleverly placed above—between you and the platform you're aiming for—and it's just low enough to make you hit your head on it and fall before getting to the other side. Notice that the moving platform you stand on extends out farther than the other platforms. What this means is that if you stand on the farthest edge of that moving platform and wait until the platform is fully extended, you will be able to jump around the low ceiling.



## Stage 7B TOWER OF SORCERY

Carrie Only

This stage is highly intimidating because it's just a collection of platforms floating in the middle of nowhere. There are only a few tricky jumps, which seem a lot more difficult than they really are since there isn't much space to land on. On the map, the

platforms are colored the same as their color in the game; as usual, the darker ones are lower than the lighter ones. The red colored platforms appear and disappear at regular intervals.

## Areas of Interest

### POINT 1

This is the first really tough part of this stage. Figuring out which platform to jump on can be confusing, since so many of them don't lead anywhere. Take it easy and just jump on the ones that take you closer to the platform with the save point on it. The platforms on your right form a fairly straight path.

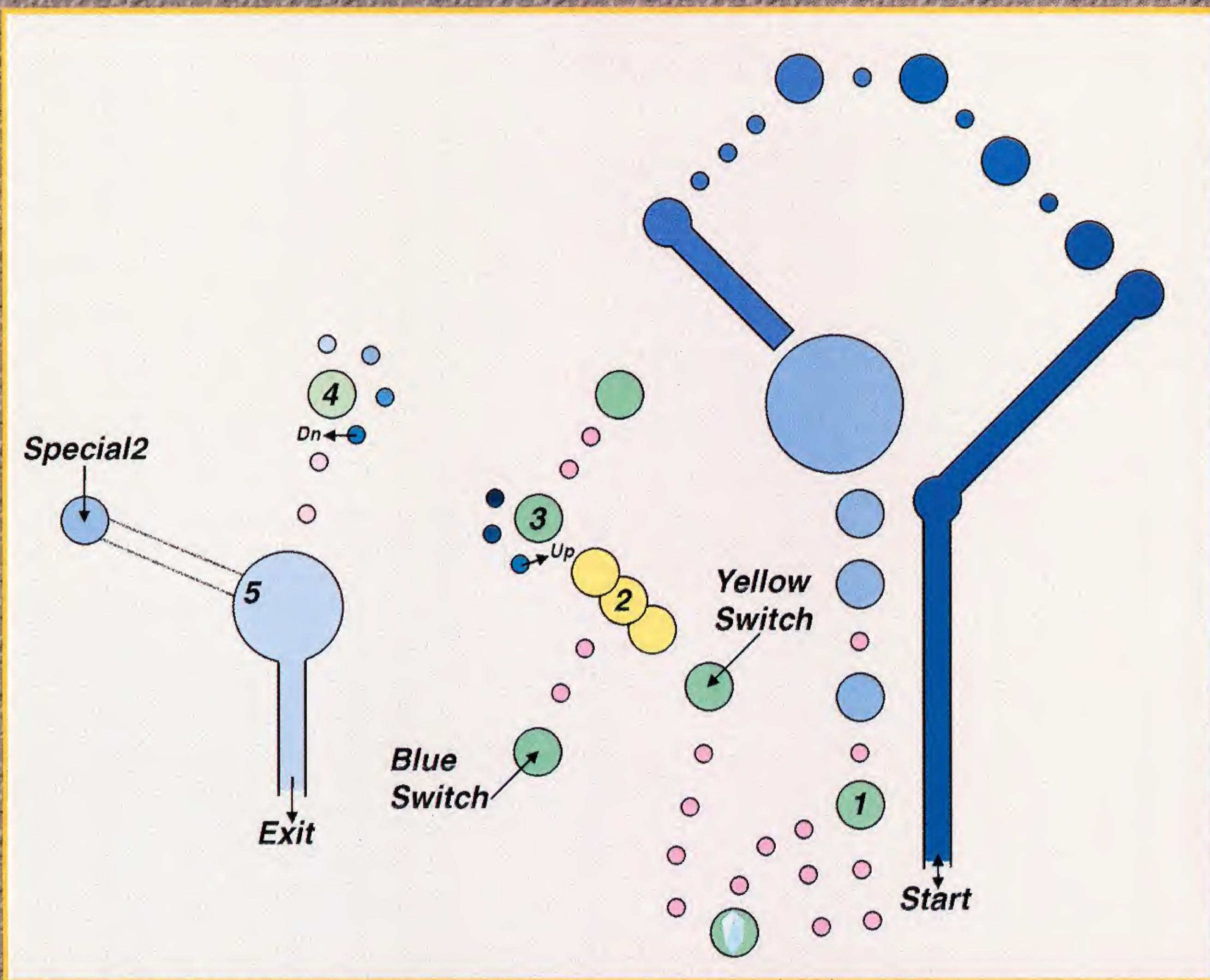


### POINT 2

In the middle of the stage you'll find three connected yellow platforms. Nearby, there's a yellow switch and a blue switch, although they just look like floating colored crystals. Striking the yellow switch will raise the middle yellow platform for about 15 seconds, allowing you to reach the blue switch. Striking the blue switch in turn will raise the leftmost yellow platform a considerable amount, allowing you to jump to Point 3.







## POINT 3,4

Point 4 is actually directly above Point 3; I have displaced its location on the map to make the platforms easier to see. From Point 3, after climbing up the small blue platforms, you'll arrive at Point 4.



## POINT 5

Just before leaving the stage, you can walk along an invisible platform to reach Special 2.



## Stage 8 ROOM OF CLOCKS

This is a very short stage which basically consists only of a boss encounter. The elevator will lead up to the tower's rooftop where you'll have to do battle. When you come back down, the exit to the next stage will be open. Once you reach this point in the game, you won't be able to backtrack to any of the previous stages the way you could with Stages 5 through 7.



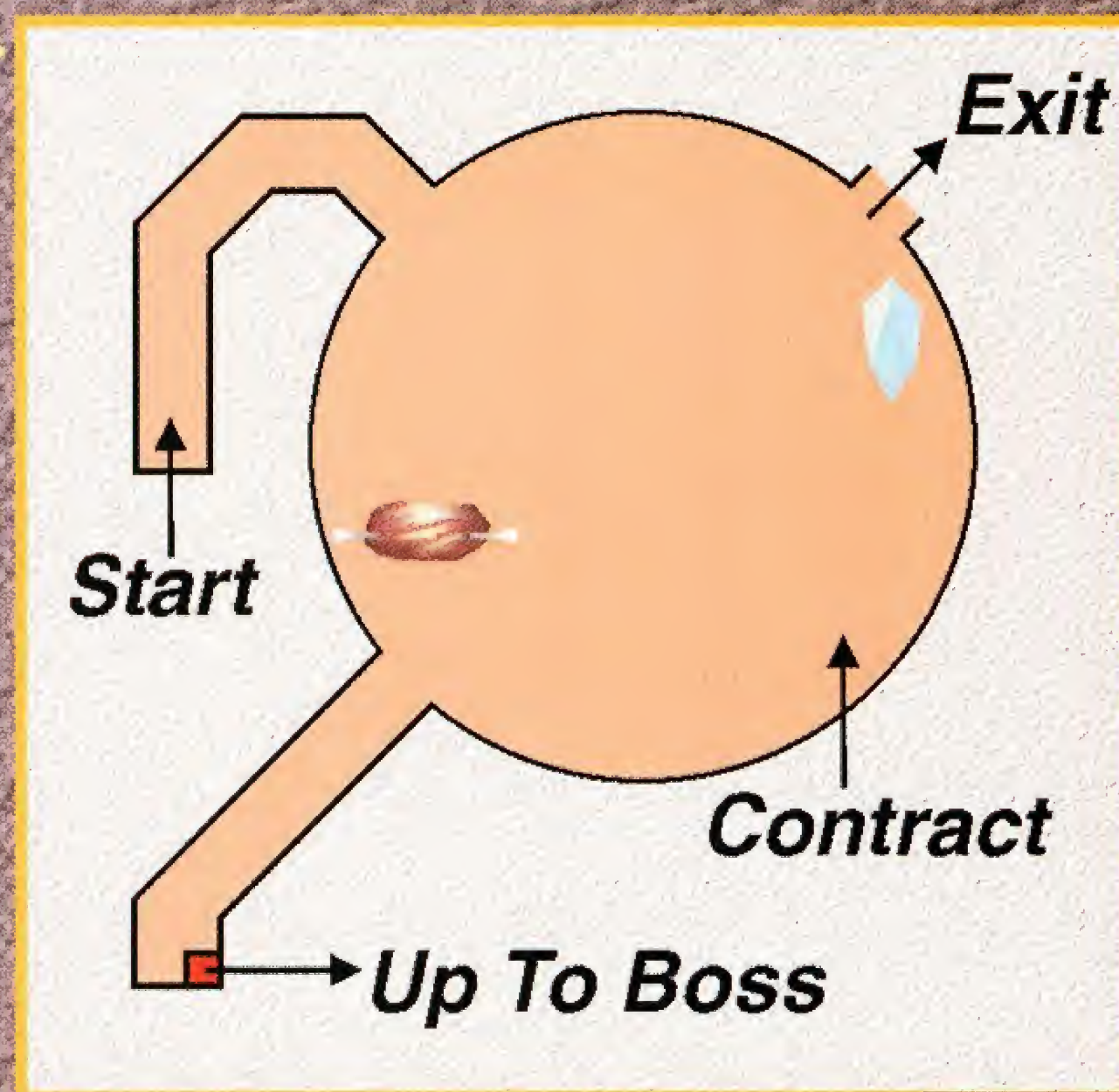




## Areas of Interest

### BOSS: ACTRISE

If you're using Carrie, you'll fight Actrise on the roof. Actrise stands in the center of the area and attacks you with crystals. She also has a shield of crystals surrounding her; it will regenerate from time to time, but it can be destroyed. Because her attacks are so frequent, you'll have to be in motion constantly. Run in circles around her and shoot off your homing fireballs as you dodge.



### BOSS: DEATH

If you're using Reinhardt, you'll face Death instead. He's much harder than Actrise, mostly because he flies all over the area and the constantly shifting camera makes it difficult to gauge what is coming at you. For the first part of the battle, he will fly around throwing blades at you. He moves quickly and usually flies too high for you to reach him with your whip, so your only chance to get some hits in is when he descends. Once he's lost about two thirds of his life, a big fish will start to appear out of thin air and come at you from various directions. You can anticipate the fish's appearance and orientation by watching where the green penta... I mean, star appears.



## Stage 9 CLOCK TOWER

Here's the final real stage. It's short, but there's no shortage of problematic jumps to deal with. All that's between you and Mister Tepes are three rooms and an insanely long staircase. (A master architect Dracula is not.)

## Areas of Interest

### POINT 1

On the wall adjacent to this point, the underside of the leftmost platform shown in the picture has an inconspicuous box hanging from it. If you destroy this box, three Roast Chickens will fall out.

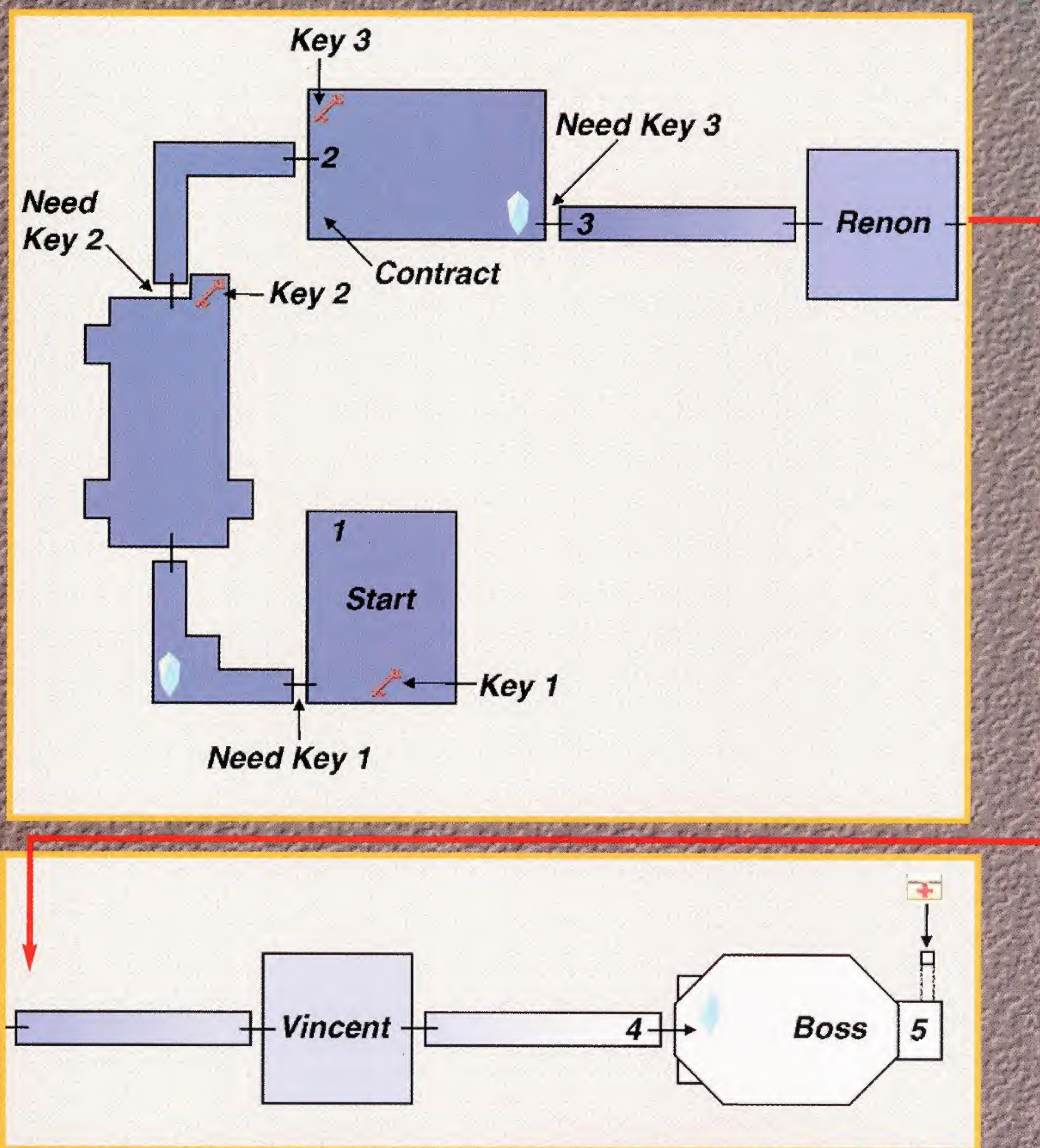


### KEY 1

The first key is located in a torch halfway up the wall.







## POINT 2

There is another box similar to the one at Point 1 here, next to the entrance of the room. Destroy it for two \$500 bags.

## KEY 3

The third key is located on a platform in the corner shown on the map.



## POINT 3

Next to the stairway, there is an elevator that leads to the roof of the clock tower. If you don't meet Vincent on the way to Dracula, you'll be able to come back here and ride the elevator to the final battle.







## RENON

In this room you'll encounter Renon. If you've spent more than 30,000 Gold throughout the game, you'll have to fight him. His attacks are similar to Death's, but he throws blue fireballs at you instead of blades. The fish will return also after you've damaged him enough.

## VINCENT

If you've taken too long (roughly 3 hours) to reach this point in the game, Vincent will appear in this room. He's a vampire now—no surprise there!—and he attacks using holy water. He's really easy to beat; just don't get too close since he can bite you. As with most of the other enemies, he gets easily confused if you move around him in circles. Don't hesitate in your attacks because he will become more aggressive as his life depletes.



## POINT 4

After you pass through this door, you'll be in Stage 10 and you won't be able to go back. If you look carefully, you'll see that you can jump on the ledges on both sides in front of the door. Don't worry about the flames, they won't hurt you. If you follow the ledge around the outside, you'll be able to reach Point 5.



## POINT 5

You'll find a large red jewel in the torch on the larger platform. As you could probably guess by now, there's also an invisible bridge connecting the small platform to the large one.



## Stage 10 CASTLE KEEP

Even though there's a save point here, I wouldn't recommend using it. If you save here, you won't be able to go back anywhere, but the previous save point allows you to get to a Contract.

### BOSS: DRACULA (First Form)

Dracula moves around by disappearing into mist and reappearing in a random location in the room. You won't be able to attack him until he completely appears in one spot. *Castlevania* veterans will also know that his weak spot is his head. If you jump while attacking his head, the probability of missing is greatly decreased as well. To save you the trouble of figuring out where he's going to appear next, hold down the Lock On button; you'll automatically face the next location he's going to appear in as he warps around the room.

Dracula has four different attacks at his disposal. Two of them are fire attacks; he'll either spew out fireballs (which can be destroyed for items) or a powerful flamethrower blaze which can only be avoided by running away. He can also draw you in close with his vacuum breath; to get out of this, you'll have to strike him before he gets close enough to suck your blood. Finally, he'll occasionally shoot out two energy waves. You can avoid these by jumping over the first one and ducking under the second.

If you didn't encounter Vincent on the way up, the castle will start to crumble and you'll be forced to return to Point 3 in Stage 9. Otherwise, the game will end here and you'll get to watch the bad ending.



### BOSS: DRACULA (Second Form)

You'll face Drac's second form atop the roof of the clock tower. He's only slightly more difficult than the first time, and he behaves similarly. He's got the same energy wave attack, except this time you'll have to duck under the first one and jump over the second. His fireballs—unlike those of Dracula





number one—will home in on you. They're easy to dodge, but be careful not to run right off the roof. He's also got a powerful green flame attack which surrounds the area around him and is almost impossible to avoid, unless you're already out of its range. Don't move around too much and use the Lock On technique the same way you did in the previous battle. After he's finished, get ready for the final battle!

### FINAL BOSS: DRACULA (Third Form)



This is it, Dracula's final form. You'd better have some healing items with you, because this fight is intense. The key to success in this battle is to get behind him. Almost all of his attacks come from his front side, and if you're already out of the way, you won't have to worry about dodging them. Having said that, it's not a good idea to get too close on any side, and Drac (or whatever he is) can turn around very quickly. Get in as many hits as you can early, because after a while, two fiery snakes will appear and you'll have to deal with three enemies instead of one. If you've got about three or four Roast Beefs, you should be fine. Concentrate on attacking rapidly and you'll be finished with him in no time!



## SECRETS

If you play the game on Easy Mode, the game won't let you progress past the end of Stage 5. If you've collected Special 1 in Stage 1, after you finish the game at the "Normal" difficulty setting you'll be able to start a new game at the "Hard" difficulty.

If you've collected Special 2 in Stage 7 (playing as either character), after you finish the game at the "Normal" difficulty you'll be able to select an alternate costume for the character you've used by holding **Up** on the analog stick and pressing **A** at the character select screen.







by Anatole

## The Revolution

Dancing, besides karaoke and sake, continues to be a very popular form of stress relief in Japan. Until recently, social dancing never really had a wide-spread appeal. In fact, public display of intimate social contact is often considered embarrassing. However, with the immense popularity of the movie *Shall We Dance?*

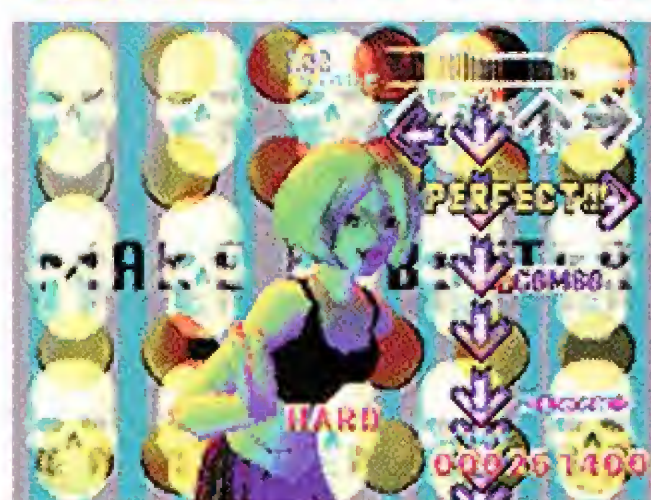
and a growing '70s revival, Japan has become obsessed with the idea of getting down and showing your stuff, whether it be in a ballroom, a night club or even in arcades! With this insane dancing trend, it's no wonder that Konami's *Dance Dance Revolution* is tearing up arcades everywhere. On most weekend nights in Tokyo, you can see tons of people lining up in their

boogie-down clothes, waiting for their turn on the fever machine. People even sweat as they perfect their dancing pose! Now you can practice your moves at home with the new PlayStation version of *Dance Dance Revolution*. There's a special vinyl floor mat controller to re-create the actual arcade machine. The game displays arrows which correspond to the pad. As the player steps on the arrows in rhythm to the disco groove, the game spurts out words like "Great!" or "Cool!" The home version even has a mode where you can edit your own dance steps. Also, if you don't have the floor mat, you can still enjoy the special Dual Shock feature. Konami is still thinking about releasing the arcade version out here in the U.S. Are you brave enough to dance in front of everyone?



The controller has a **SELECT** and **START** button, etc. And you press them with your feet.

*Shall We Dance?* was a mega hit and sparked a huge dance craze. It's a hilarious movie and a must-see for true Japanophiles.



## JAPAN REPORT!

### OUT TO LUNCH



Mmmm...boxed lunch shaped like a Farfetch'd Pokémon! Next month's delicacy: Doraemon!

## Hey, You Wanna Battle

This new device from Konami lets you know who wants to trade or battle with their Game Boy with games like *Pokémon*.



It's called the GB Getter and it has an infrared laser which detects other GB Getters. The device is independent and does not attach to the Game Boy itself, but rather, attaches to the carrying case of the Game Boy. Users can choose to let other GB Getter owners know specifically what they are seeking, whether they want to battle, trade or simply have a friendly chat. For example, if you have "battle" selected and you walk by another person with a GB Getter, the battle light will flash

on their device, letting them know that you're looking for another opponent. Or someone may walk by you and your "trade" button sounds off, letting you know that there's a prospective trader in the vicinity. Now that's hard-core! No more of those awkward moments when you have to ask people if they want to trade a Pokémon.

## More Commercials!



Since you wanted to see more Japanese TV commercials, here are two of our recent favorites:

**a** In this spot, Parappa's chillin' at home in the kotatsu when he becomes awestruck by Um Jammer Lammy on TV! Hey, snap out of it!

**b** What is the couple and punk-rock-er praying at the shrine for? The timely release of Enix's long-awaited *Dragon Quest VII*, of course!





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1996

**March - Samurai Shodown III:** Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

**April - Ultimate Mortal Kombat 3:** Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

**May - Killer Instinct 2:** Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazookatone

**June - Area 51:** Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

**July - Street Fighter Alpha 2:** Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

**August - Special Arcade Issue:** Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

**October - NIGHTS,** Super Mario 64 (part 1), Tekken 2

**November - Star Gladiator:** Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

**December - The King of Fighters '96:** Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

**January - X-Men vs. Street Fighter:** Tomb Raider, Wave Race 64, Kizuna Encounter

**February - Virtua Fighter 3:** Sonic 3D Blast, Persona

**March - Mario Kart 64:** Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

**April - Turok: Dinosaur Hunter (part 1):** Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

**May - Real Bout: Fatal Fury Special:** Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

**June - Street Fighter III:** Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

**July - Tekken 3:** Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

**October - Castlevania Symphony of the Night:** Time Crisis, Felony 11-79, Multi Racing Championship, Oddworld: Abe's Odyssey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

**December - Diddy Kong Racing:** MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

**February - Bloody Roar:** NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

**September-Parasite Eve:** Pocket Fighter, Bomberman Hero, Deadly Arts, G-Darius, Radikal Bikers, Shining Force III, Devil Dice, Vigilante 8, Heart of Darkness



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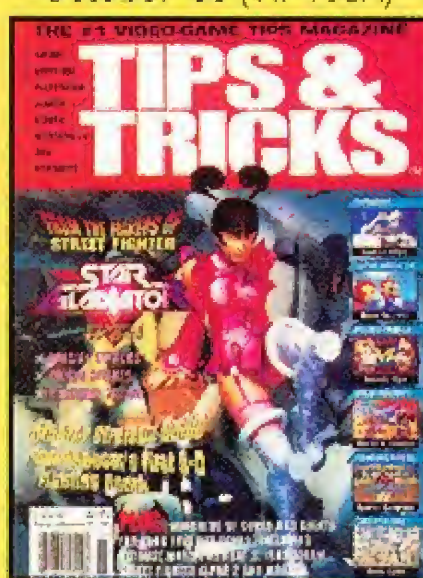
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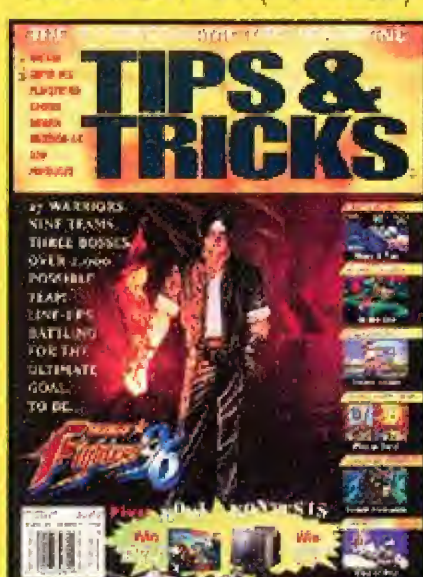
August '96 (TIPT968)



October '96 (TIPT96A)



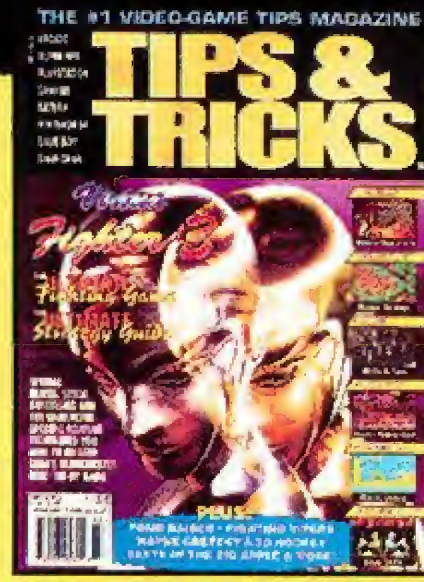
November '96 (TIPT96B)



December '96 (TIPT96C)



January '97 (TIPT971)



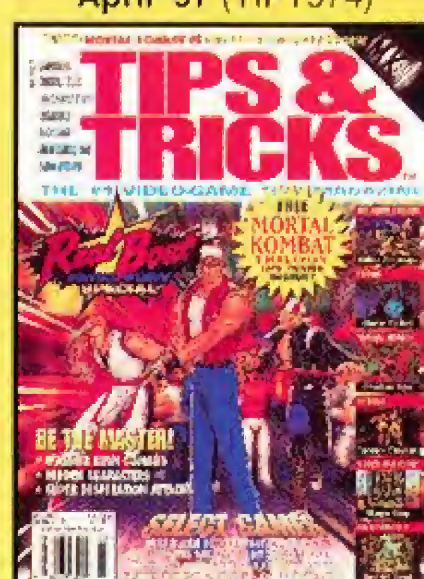
February '97 (TIPT972)



March '97 (TIPT973)



April '97 (TIPT974)



May '97 (TIPT975)



June '97 (TIPT976)



July '97 (TIPT977)



October '97 (TIPT97A)



December '97 (TIPT97C)



February '98 (TIPT982)



September '98 (TIPT989)

	QTY.		Subtotal
Mar. '96		x\$8.00=	
April '96	TIP/T963	x\$8.00=	
May '96	TIP/T964	x\$8.00=	
June '96	TIP/T965	x\$8.00=	
July '96	TIP/T966	x\$8.00=	
Aug. '96	TIP/T967	x\$8.00=	
Oct. '96	TIP/T968	x\$8.00=	
Nov. '96	TIP/T96A	x\$8.00=	
Dec. '96	TIP/T96B	x\$8.00=	
Jan. '97	TIP/T96C	x\$8.00=	
Feb. '97	TIP/T971	x\$8.00=	
Mar. '97	TIP/T972	x\$8.00=	
April '97	TIP/T973	x\$8.00=	
May '97	TIP/T974	x\$8.00=	
June '97	TIP/T975	x\$8.00=	
	TIP/T976		

	QTY.		Subtotal
July '97		x\$8.00=	
Oct. '97	TIP/T977	x\$8.00=	
Dec. '97	TIP/T97A	x\$8.00=	
Feb. '98	TIP/T97C	x\$8.00=	
Sep. '98	TIP/T982	x\$8.00=	
	TIP/T989		
Name			
Address			
City/State/Zip			
Credit Card #			
Signature			

California residents  
add 8.25% sales  
tax. Ohio residents  
add 7% sales tax.

**TOTAL:** \_\_\_\_\_

☐ Payment Enclosed ☐ Charge My ☐ VISA ☐ MC

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**TIPS & TRICKS, P.O. Box 469070, Escondido, CA 92046**

Foreign:  
\$10 each.  
Please allow 4  
to 6 weeks for  
delivery.





# COOL ZONE



There is absolutely no reason in the world for us to include this demon in Cool Zone, other than the fact that it looks really cool! Hey—wait—that's a good enough reason, right? Actually, this hideous-looking monster is one of the enemies in Crystal Dynamics' upcoming PlayStation game, *Legacy of Kain: Soul Reaver*. Jim thinks this demon is the coolest in the world because "It looks really nightmarish. It also reminds me of the 'one-eyed beasts' from the old *Morbius the Living Vampire* comic books from Marvel.



THIS TIME, THEY'D BETTER GET ME SHARKS WITH FRICKIN' LASER BEAMS ATTACHED TO THEIR HEADS!!



I HATE YOU, DAD!



Based on the new sequel, McFarlane Toys' line of Austin Powers figures looks amazing. In addition to two versions of Austin himself, the assortment includes Dr. Evil (with Mister Bigglesworth), Fat Bastard and Felicity Shagwell. Each figure comes with a base containing a sound chip, so you'll be able to hear phrases like "One mill-lillion dollars!" and "Yeee-ahh, bay-bee!" The figures should be available around the time you read this. MSRP: \$9.99 each



This is one crazy, insane device! By inserting Innovation's GB Hunter into your N64, you can play Game Boy games on your television! We tested several games and they all worked, although a few titles displayed

various glitches such as out-of-whack colors and pixels. Only thing is, no matter which game you're playing, the device belts out the exact same static-laden, I-wanna-pound-my-head-in-with-a-ball-peen-hammer tune. There are no sound effects, either. At one point, the infinite looping noise generated by the device was so maddening, Jim went into a zombie-like state and started dancing around the office until he finally blew his top. Available now. MSRP: \$49.99

This product is NOT endorsed by Nintendo of America



Ice Cubes brand chocolates are very hard to find, but well worth the search! We've been dying for the scrumptious, creamy taste of Ice Cubes for a very long time. Fortunately, a lovely female friend of Jason's was kind enough to notice our plight—she express-mailed us an entire case of the things! Thanks, Rachel!



Another product by Innovation, the aptly-named Cooling System was designed to help reduce PlayStation overheating. Resembling the casing of a 3DO, the Cooling System comes with an AC adapter. Set your PlayStation on top of the unit and hit the switch; a miniature-sized fan inside the unit draws air in through the front and forces it up through the vent in the top. One of several items sent to us by the fine folks at Innovation, makers of the weirdest, wackiest video-game peripherals anywhere. MSRP: \$29.99



Innovation's Super Game Wizard for the PlayStation is compatible with Game Shark and Pro-Action Replay codes. It also acts as a memory card manager and—get this—it even lets you play Import games when you insert the little spring (included) underneath the lid (you still have to use the disc swap method, though!) MSRP: \$39.99



Talk about coooooo!! Tiger's got it goin' on with its new line of Pokémon electronic toys. Leading the way is the official Pokémon Pokédex Organizer. This little jewel is modeled after the exact same gadget seen on the hit animated series and lets you keep track of all 151 Pokémon. Access extensive biographies, attack moves, height, weight and more! Other features include calculator, clock and date, plus a "lockout" password function to keep your files from being accessed by snoops. Available now. MSRP: \$24.99

For players on the go, this Japanese Pac-Junior key chain game by Bandai is neat. It's actually one of the better LCD games we've seen in a while. Import only.





## SHATNER EXPOSED!!



Between the original Star Trek television series and a string of motion picture releases, it appears that William Shatner, a.k.a. Captain Kirk, had plenty of spare time on his hands. We recently spotted

him on The Game Show Network—hair piece and all—in a rerun of Match Game P.M., a popular game show from the early '70s. During the show, Shatner was in true form, cracking plenty of witty, off-color jokes to the delight of audience members. We love Captain Kirk, but boy, that polyester flower print shirt has got to go! Be sure to join us next time for another installment of... "Shatner Exposed!!"

In Japan, carry pouches are available for Dreamcast VMUs. Available in several different colors, these little pouches protect the devices from the elements. Import only.



Merely three months since the system made its debut, Sega's Dreamcast is more than a moderate success in Japan, with a sell-through of 400,000+ units (store owners have reported selling more DCs than Game Boys on a day-to-day basis.) It's no surprise then, that Sega has decided to manufacture several new designer VMU's. Camouflage model pictured. Import only.

Dreamcast owners are now being offered items like this cool little telephone/headset. A special promotion has been put in place allowing Japanese DC owners to earn points by purchasing Sega products using Dreamcast credit cards. Import only.



The Innovation 64 Pad now comes in a translucent green color! The controller has programmable turbo, auto fire and slo-mo buttons. Twin LED displays confirm functions. MSRP: \$24.99

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Moo Shoo  
Pork and  
Grandmaster  
Gex

## GEX ACTION FIGURES ARE COMING!

While ReSaurus may have cancelled its plans for a Castlevania line of action figures (supposedly due to some of the controversial content in the series), the company is going full steam ahead with its Gex line. Available in sets of two, these figures are great. They come with little accessories, too. Run out

and get 'em now!  
MSRP: \$7.99 each

Private  
Gex  
and  
Sarge

Agent Gex and Rez

Swashbuckling  
Gex and  
Skeleton Pirate

NEW

## 70'S MANIA!

A crazy look back at a time when it was cool to have a big afro while wearing Jordache jeans and watching Super 8 movies on your projector while listening to Village People on 8-Tracks. We'll return with more in the coming months...



**Show N Tell**  
Company: General Electric  
70s Price: \$59.99

**Description:** A crude, yet very entertaining device which was one part slide projector, one part record player.

**Comments:** Before the advent of VCR technology, there was this thing to keep the kiddies out of trouble. Programs consisted of a book, record and filmstrip. As the record played, the filmstrip would advance appropriately and kids could follow along with the book. Coolness!

**The Game of Jaws**  
Company: Ideal  
70s Price: \$4.95



**Description:** Game where players took turns attempting to safely remove items from the jaws of, well... Jaws! A rubber band provided the tension which caused the shark's mouth to snap shut.

**Comments:** Ahh, yes... molded, "motion"-type games of skill. Today, we have "Goody Louie", but back in the 70s, kids had "Jaws". Based on the hit movie of the same name, everyone was obsessed with Jaws. This game was a lot of fun... for about five minutes.



**Give-A-Show Projector**  
Company: Kenner  
70s Price: \$7.99

**Description:** This glorified flashlight enabled kids of all ages to project colorful images onto any flat surface.

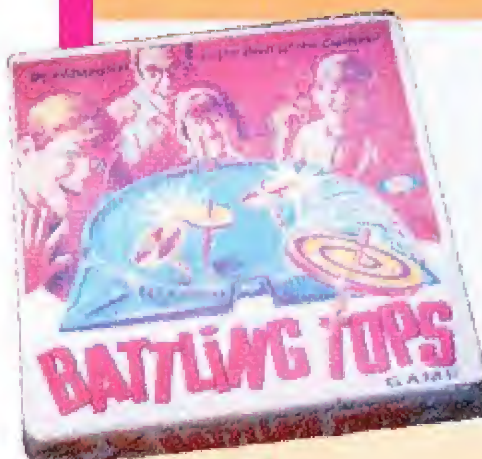
**Comments:** Popular for many years due to their entertainment value and inexpensive price-point. While not capable of sound, this projector did provide lots of fun. Insert a Popeye cartoon filmstrip, for example, aim it at the wall and presto!—instant movie theatre!

**Description:** Still available today, these little buggers are intriguing, to say the least. Check your local TRU.

**Comments:** Descriptive packaging led many impressionable young-

sters to believe that Sea Monkeys were genetically-enhanced, beer-drinking super sea creatures with jobs, hairstyles and families, when in fact, they are nothing more than brine shrimp packaged by clever marketing executives. And no, the father Sea Monkey does not read the newspaper!

**Sea-Monkeys**  
Company: TransScience Corp.  
70s Price: \$1.99



**Battling Tops**  
Company: Ideal  
70s Price: \$4.99 ea.

**Description:** Up to four players pull strings which cause miniature tops to spin in a plastic "arena".

**Comments:** Nope; it didn't take a whole lot to have a good time back in the seventies. Ideal, maker of mega-hit toys and games during the 70s, had a winner with Battling Tops. Little tops clash in an attempt to be the last one to be in a spinning, upright position. Basic mindlessness, sure, but more importantly, this game was fun.

**Description:** Saturday morning kids' show.

**The Bugaloos**  
Company: Sid & Marty Krofft

**Comments:** This show was a hoot and a half! Starring the late Martha Raye as the evil Benita Bazarre, The Bugaloos were a ridiculous-looking super group of flying insect people (but that didn't stop it from being a very cool show.) Many pre-pubescent tykes watched in awe just to see that hot-looking brunette, Joy.



Lately, Jim's been obsessed with his new hobby—customizing action figures. More specifically, he's been customizing a bunch of Famous Covers figures by Toy Biz. Jim's figures it's time to get custom crazy since T.B. will probably never make some of his favorite Marvel characters. Jim sculpts the heads for the figures using industrial-strength modeling compound, then adds custom-tailored costumes and accessories. Pictured from left to right: Tarantula, the Jackal and Luke Cage (a.k.a. Power Man). Jim has several new projects in the works including Morbius, Hammerhead and Nova.

"Doing customs has proven to me that no matter how difficult something may seem at first, if you want results bad enough, you can figure out a way to make it happen."





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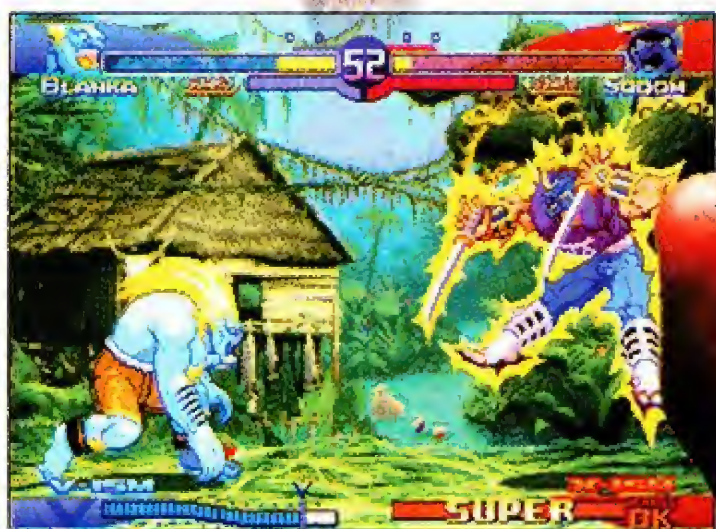




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GAME INFORMER



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